

92

Washington Redskins

Offense

AUDIBLE SYSTEMAUDIBLE MECHANICS:

1. The audible system is based on the repeat of the snap count called in the huddle by the QB. FOR EXAMPLE, if the snap count is on BLUE and the QB repeats the _____ call after the "SET" command, the next number is a "LIVE" or "NEW" play.
2. Whenever a live audible changes the original play, our snap will remain the same as called in the huddle, which has been repeated on the line of scrimmage. Dummy audibles use colors and numbers not related to live calls. Note: Cannot call an audible when snap count is on "Go."

3. EXAMPLES:

HUDDLE CALL: TRIPS RT 40 GUT ON WHITE

LINE CALL: "DOWN"
 "SET"
 RED 30 - DUMMY CALL
 RED 30 - DUMMY CALL
 HUT
 HUT - BALL SNAPPED

HUDDLE CALL: TRIPS RT SCAT RT 85 DODGE ON BLUE

LINE CALL: "DOWN"
 "SET"
 BLUE 40 (GUT) - LIVE CALL: CHANGE PLAY TO 40 GUT
 BLUE 40 (GUT) - LIVE CALL: CHANGE PLAY TO 40 GUT
 HUT
 HUT
 HUT - BALL SNAPPED

HUDDLE CALL: RIGHT FORMATION 989 ON 'GO'

LINE CALL: DOWN
 "SET"
 "GO" - BALL IS SNAPPED

4. AUDIBLE NOTES:

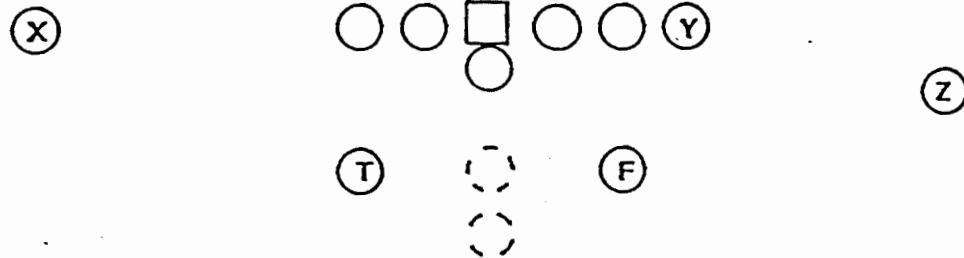
The QB will be directed to audible into or out of specific plays VS. specific defensive looks by formation.

THE AUDIBLE PACKAGE WILL BE BASED UPON:

BOX	-Number of defenders on the defensive front.
SIDE TO SIDE	-Number of defenders either side of Center.
PERSONNEL	-Where a specific player is located.
LOOKS	-Specific front or coverage look.

ALIGNMENT

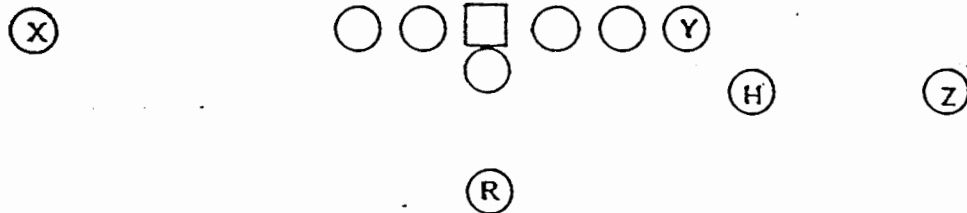
2 BACK: (SPLIT/I RT)



T - Toes at 5 1/2 Yds. from the L.O.S., foot to foot with the Tackle.
F - Toes at 5 1/2 Yds. from the L.O.S., foot to foot with the Tackle.

I - F Toes 4 1/2 Yds. from the L.O.S.

1 BACK (Trips Rt)



R - Q position - Toes at 6 Yds. from the L.O.S., behind the QB.
R - T position - Toes 5 Yds. from the L.O.S., foot to foot with the Tackle.

LINE:

Guards split 3 Ft. from Center -- Tackles 3 Ft. from Guards.
Base alignment is down hand even with with Center's belly button.

Y:

Basic split is 3 feet.
On-Off the L.O.S. or split out by formation.

H:

Basic split is 3 feet.
On-Off the L.O.S. or split out by formation.

X-Z:

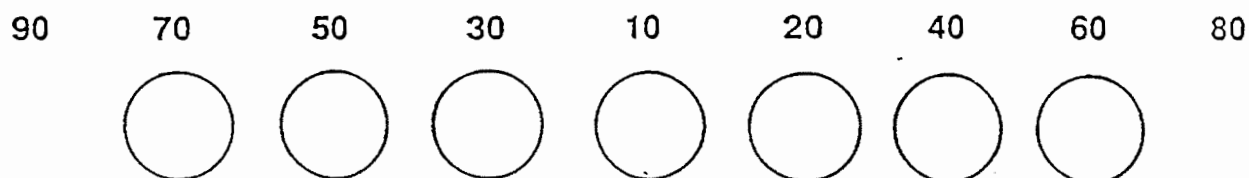
Basic split is outside the numbers by ball location.
On-Off the L.O.S. or split tight by formation.

RUN MECHANICS

HOLE NUMBER SYSTEM:

Even numbers Right

Odd numbers Left



Each hole indicates the area to be blocked.

For each play, the point of attack will have a descriptive word added to describe the backfield action and blocking scheme.

Run strength is the Tight End (Y) side.

Run play call:

Trips Right 40 Gut
40 Hole
Gut Blocking
Gut Backfield Action
Gut Ball handling

PASS MECHANICS

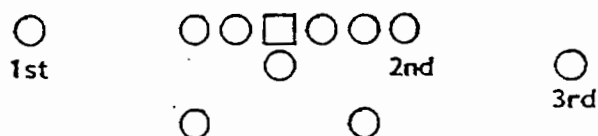
PASS SYSTEM: PROTECTION--RECEIVER PATTERN--BACK ROUTES

PROTECTION: EACH PROTECTION IS NAMED

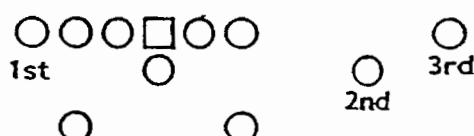
RECEIVER PATTERN: INDIVIDUAL ROUTES ARE NUMBERED

Outside routes are: 1-3-5-7-9
 Inside routes are: Zero-2-4-6-8
 Pass strength is the Two-Receiver side.

NORMAL:



SLOT:



3 digit call - 585: WSR 1st Digit ISR 2nd Digit SSR 3rd Digit
2 digit call - 85: ISR 1st Digit SSR 2nd Digit WSR Mirror SSR Digit
1 digit call - 5: WSR 5 ISR Memorize SSR Memorize
Possible 4 digit call - Receivers assume numbers by formation
Possible name call - Receivers memorize pattern.

BACK ROUTES: Individual routes are named

Single Call - T Peel: Onside Back peel - Offside Back memorize.
 Double Call - F Cross Sneak: Onside Back cross - Offside Back sneak
 No Call - 735 Y Pump: Backs memorize

PASS PLAY CALL:

Split Right
 Base -- Protection
 585 -- Receiver Pattern
 F Cross Sneak -- Back Routes

NOTE: Backs/Receivers be alert to the formation-protection-pattern-route calls in order to assume individual assignments.

GAME SITUATION

KNOW THE SITUATIONS

KNOW THE DEFENSIVE TENDENCIES BY SITUATION

KNOW HOW DEFENDERS PLAY BY SITUATIONS

1st - 10

2nd 1-6

2nd 7+

3rd 2-6

3rd 7+

SITUATION:

RED AREA +25 IN

SHORT YARDS

GOAL LINE

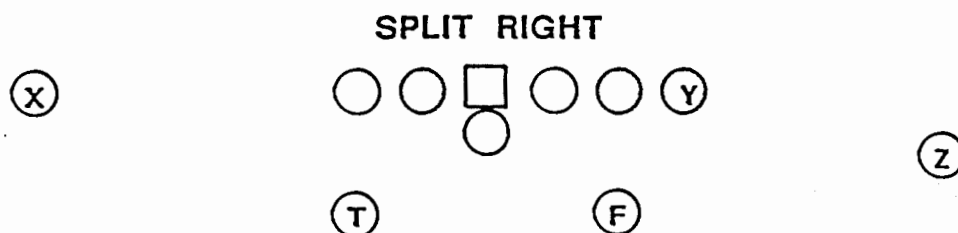
2 MINUTE - AHEAD END OF HALF/GAME

2 MINUTE - BEHIND END OF HALF/GAME

We already know the play and the snap count--the ability to anticipate the defense is directly related to knowing how the opponent plays in any given situation.

FORMATIONS NOMENCLATURE

1. 2 BACK:



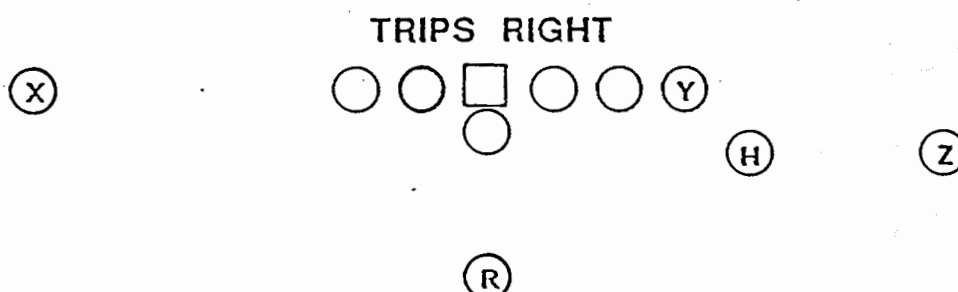
X-Z - WIDE RECEIVERS

T - TAILBACK

Y - TIGHT END

F - FULL BACK

2. 1 BACK:



X-Z - WIDE RECEIVERS

R - REMAINING BACK

Y - TIGHT END

H - H BACK

3. The Y (TE) aligns to the call: RIGHT/LEFT.
4. The Backs align by the formation call: NAME
5. The Wide Receivers align by formation/variation call: NAME
6. RUN STRENGTH - to the Y (TE) side.
7. PASS STRENGTH - to the 2 Receiver side.

NOTE:

Defensive front calls are by the Y (TE) location.
 Defensive coverage calls are by the 2 Receiver location.

FORMATION TERMINOLOGY

- | | |
|-------------------|--|
| 1. STRONG SIDE | 2 Receiver side on pass - Y on run. |
| 2. WEAK SIDE | 1 Receiver side on pass - open side on run. |
| 3. CLOSED SIDE | The side with an End next to the Tackle. |
| 4. OPEN SIDE | The side with no End next to the Tackle. |
| 5. ON SIDE | The side of the formation to the play. |
| 6. OFFSIDE | The side of the formation away from the play. |
| 7. Q POSITION | Back aligned behind the QB. |
| 8. T POSITON | Back aligned behind the Tackle. |
| 9. NORMAL | X aligned opposite Y and Z. |
| 10. SLOT | Y Aligned opposite X and Z. |
| 11. SHIFT | Receiver/Back move then set before the snap. |
| 12. MOTION | Receiver/Back move during the cadence. |
| 13. FAKE MOTION | Start motion called, then return to original position. |
| 17. ADJACENT RULE | Backs/Receivers never line up next to each other on the L.O.S. |

FORMATION PERSONNEL

REGULAR	1 TE - 2 WR - R - H
2 TE	2 TE - 2 WR - R
3 WR	1 TE - 3 WR - R
4 WR	4 WR - R
HEAVY 2 TE	2 TE - 1 WR - 2 RB
HEAVY 3 TE	3 TE - 1 WR - R
JUMBO 3 TE	3 TE - 2 RB
JUMBO 4 TE	4 TE - 1 RB

CALLING FORMATIONS

SEQUENCE FOR FORMATION CALLS

1. Any shift by Receivers or Backs.
2. Backfield set.
3. Direction of TE (Y) - Right/Left
4. Receiver adjustments - Tight/Wing, etc.
5. Receiver motion (X-Y-Z)
 - Into the formation call: Spread Rt Zoom (Z) / Fly (Y)
 - Out of the formation call: Double Rt Spear (H)
6. Back motion (R/T - F/H).
 - Out of the Formation call: Trips Rt Whiz (H)

SHIFT/MOTION SNAP

MOVEMENT STARTS:

1. SHIFTS start after Down or Down-Down
2. TE/H MOTION starts on 1st color
3. TE/H QUICK MOTION starts on 2nd color
4. X/Z MOTION starts on 1st color
5. R MOTION starts on 1st color

MOTION SNAP COUNTS:

1. Basic on White
2. Fake on White
3. Long on White
4. Quick / Short on Red
5. Blue / Double Down / Double Cadence
6. GO - Motion starts on the QB's heel flick, i.e. HUMP

HUSTLE CALL BY THE QB:

1. Calls off all movement
2. Used when clock is short

2-BACK FORMATIONS

SPLIT RIGHT (Slot)



(Z)
SLOT



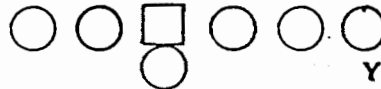
Y



FAR RIGHT (Slot)



(Z)
SLOT



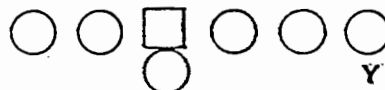
Y



NEAR RIGHT (Slot)



(Z)
SLOT



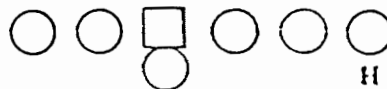
Y



1 RIGHT (Slot)



(Z)

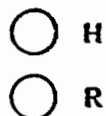
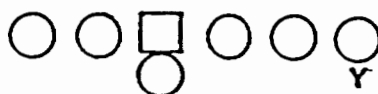
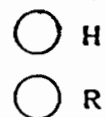
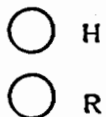
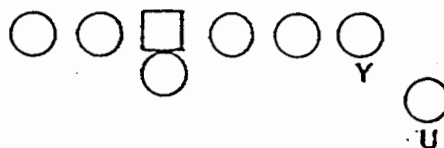
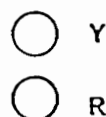


H

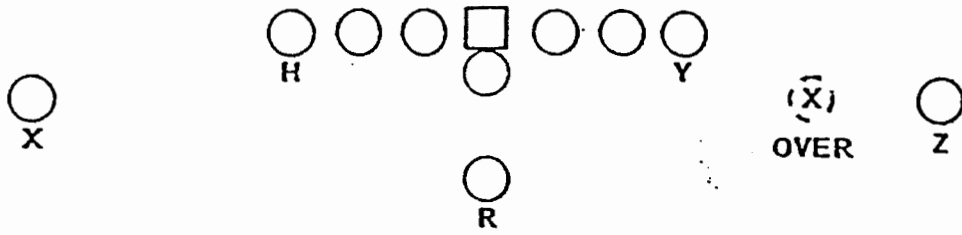
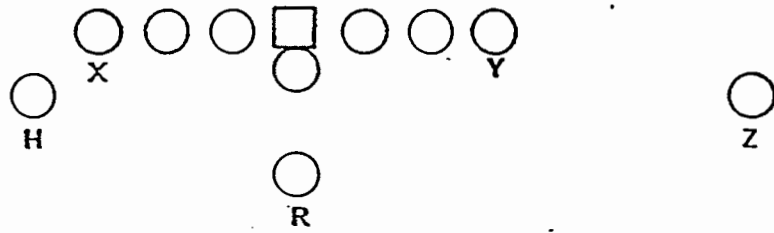
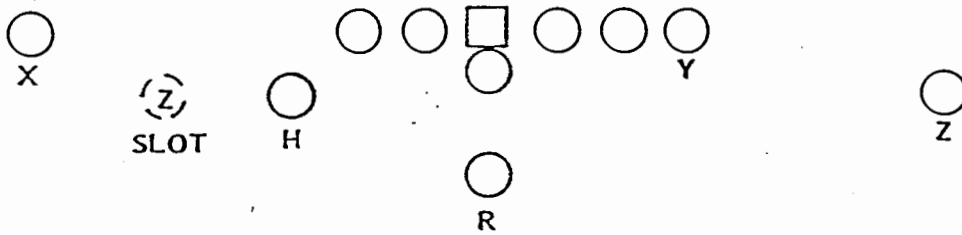
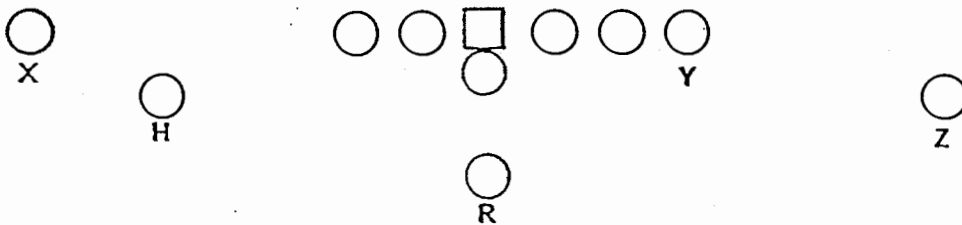
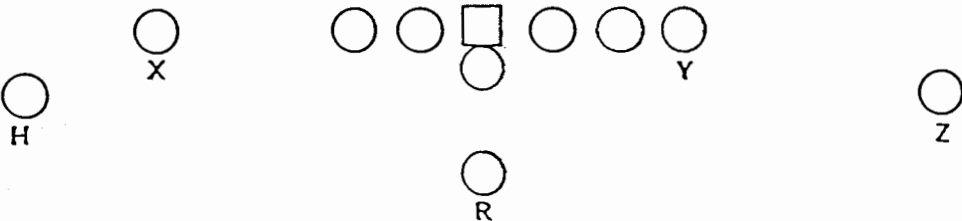


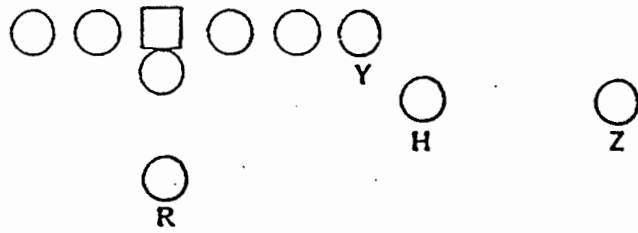
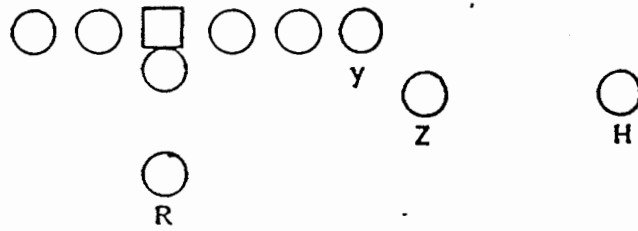
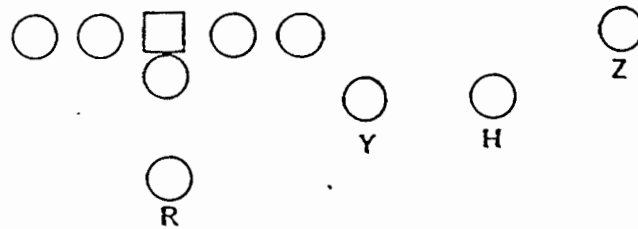
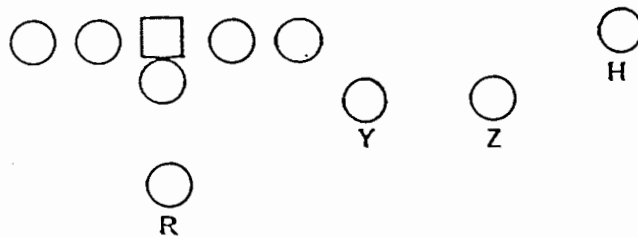
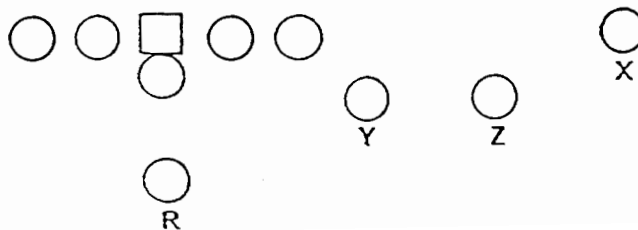
2-BACK FORMATIONSDOT RIGHT (Slot)

(Z)
SLOT

DOT RIGHT TIGHTDOT RIGHT WING1 RIGHT TIGHT WING

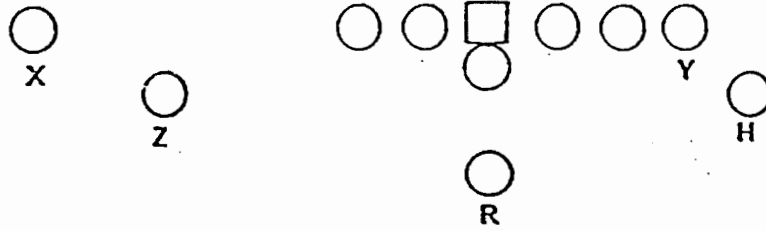
1-BACK FORMATIONS

UNIT RIGHT (Over)SQUEEZE RIGHTSPREAD RIGHT (Slot)DOUBLE RIGHTFREEZE RIGHT

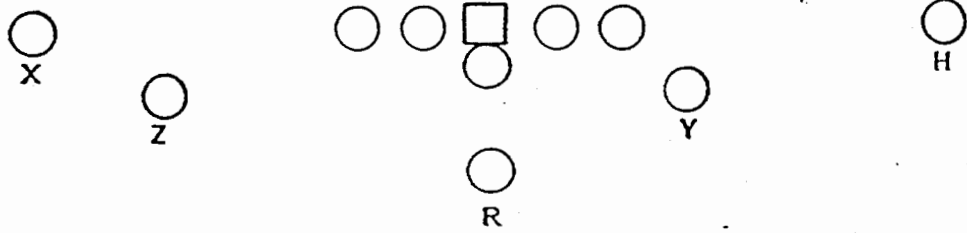
1-BACK FORMATIONSTRIPS RIGHTCLOSE RIGHTTRAIN RIGHTDEUCE RIGHTOPEN RIGHT

1-BACK FORMATION

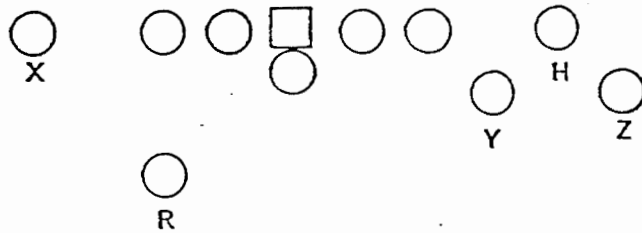
TWINS RIGHT



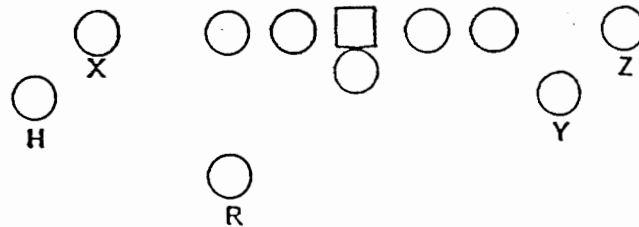
WALK RIGHT



BUNCH RIGHT

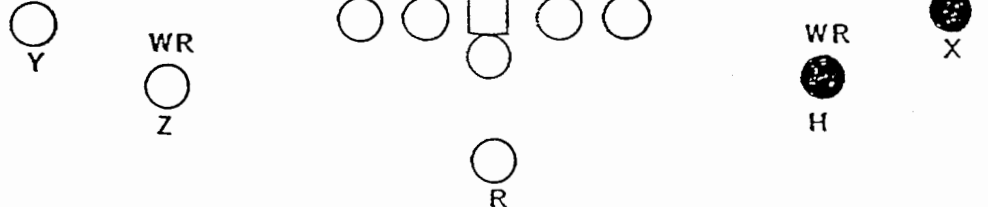


BUNCH RIGHT FREEZE



ROCKET RIGHT — Formation strength is toward H and X

TE/4th WR

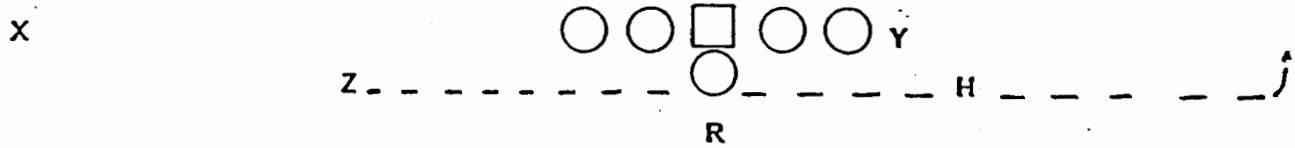


FORMATIONS -- MOVEMENT

MOTION:

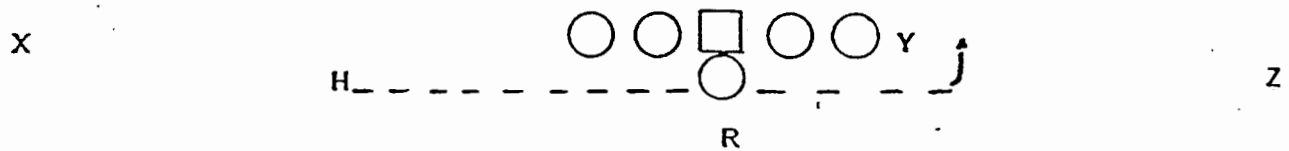
INTO THE FORMATION CALL — EX: ZOOM

TRIPS RT ZOOM



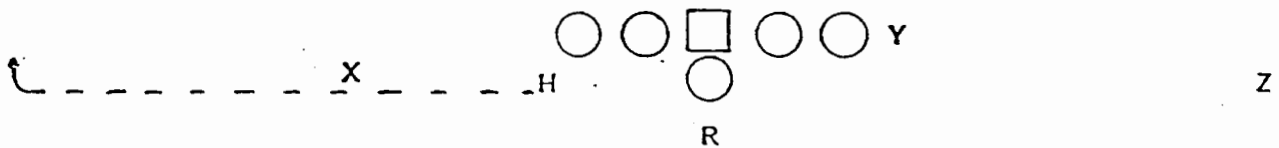
OUT OF THE FORMATION CALL — EX: SPEAR

DOUBLE RT SPEAR



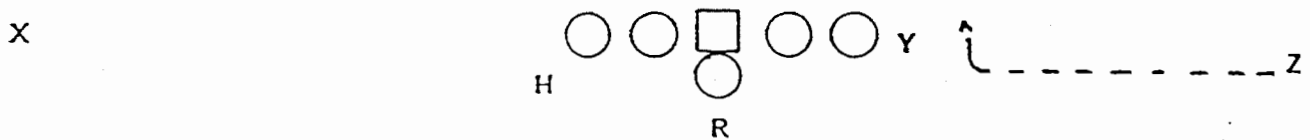
OUT OF THE FORMATION CALL — EX: JET OUT

SPREAD RT JET OUT



OUTSIDE IN TO THE INSIDE RECEIVER — EX: ZIP

SPREAD RT ZIP



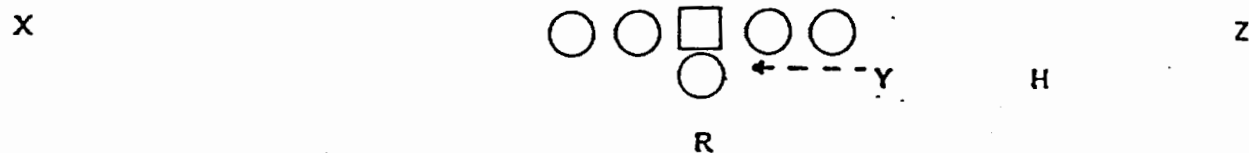
OUTSIDE IN, INSIDE THE OUTSIDE RECEIVER — EX: DART

BUNCH RT DART

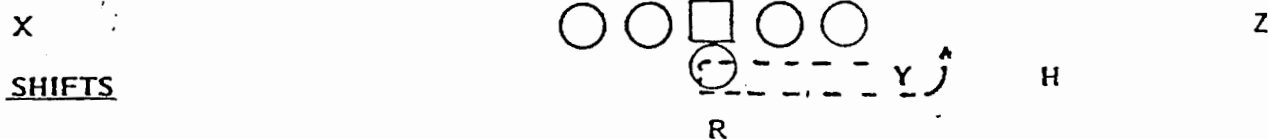


MOVEMENT CATEGORIESQUICK 2 STEP MOTION — EX: BANG

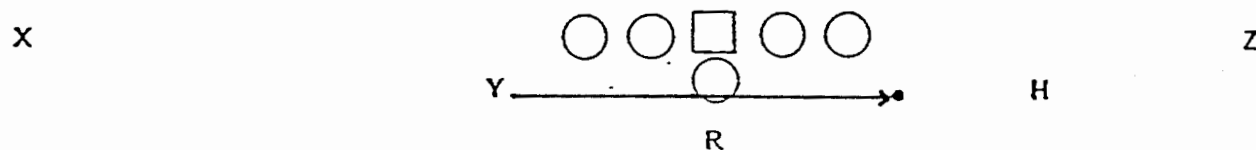
TRIPS RT BANG

FAKE - START MOTION CALLED THEN RETURN — EX: FAKE FLY,

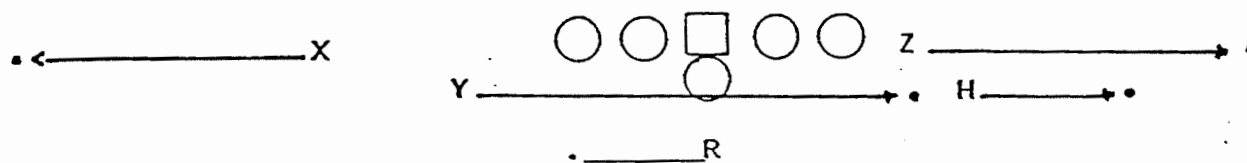
TRAIN RT FAKE FLY

ALIGN OPPOSITE END UP IN THE FORMATION — EX: STEM

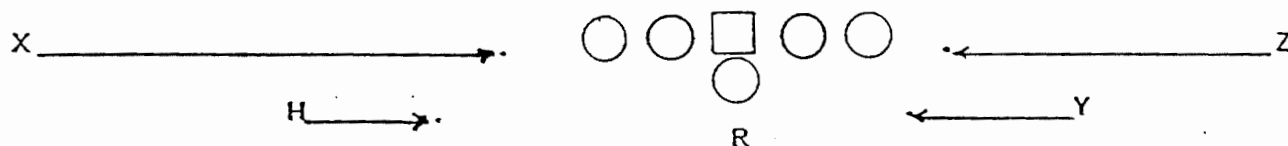
STEM TRAIN RT

ALIGN TIGHT END UP WIDE — EX: EXPLODE

EXPLODE TRAIN RT

ALIGN WIDE END UP TIGHT — EX: SINK

SINK BUNCH RT FREEZE

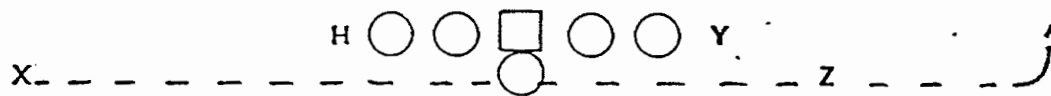


WALK RT X-H



X ALIGN OPPOSITE THE FORMATION CALL - MOTION ACROSS
EXIT - TO THE CALL

UNIT RT OX

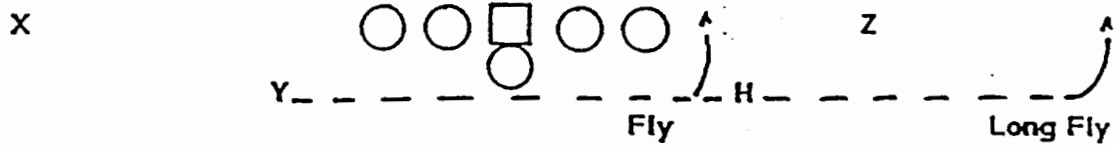


X MOTION ACROSS OUT OF THE FORMATION
OX - TO AN ASSIGNED SPOT



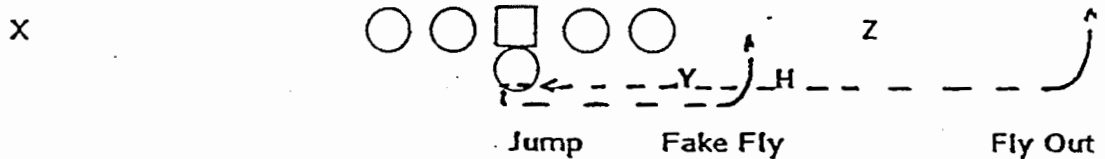
-- Y - MOTION

TRAIN RT FLY — LONG FLY



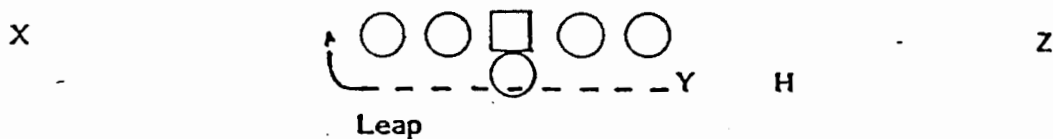
Y ALIGN OPPOSITE THE FORMATION CALL — MOTION ACROSS
 FLY — TO THE CALL
 FLY OUT — TO THE CALL OUTSIDE Z

TRAIN RT JUMP — FAKE FLY — FLY OUT



Y ALIGN TO THE FORMATION CALL — MOTION SAM SIDE
 FAKE FLY — RETURN
 FLY OUT — OUTSIDE Z
 JUMP — QUICK MOTION TO CENTER

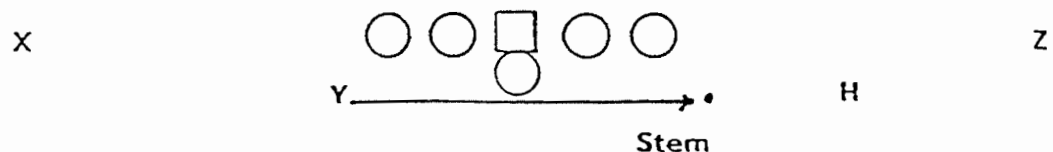
TRAIN RT LEAP



Y ALIGN TO THE FORMATION CALL — MOTION AWAY
 LEAP — TO THE WEAK TACKLE

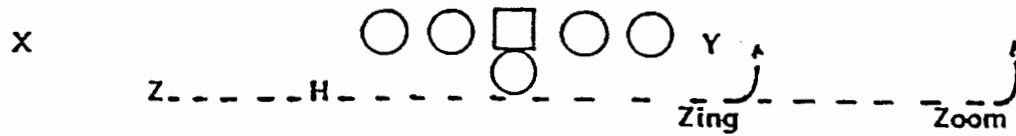
Y - SHIFTS

STEM TRAIN RT

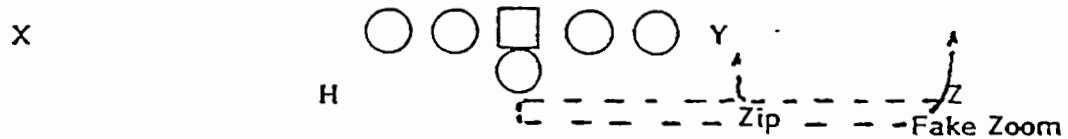


Y ALIGN OPPOSITE THE FORMATION CALL — SHIFT ACROSS

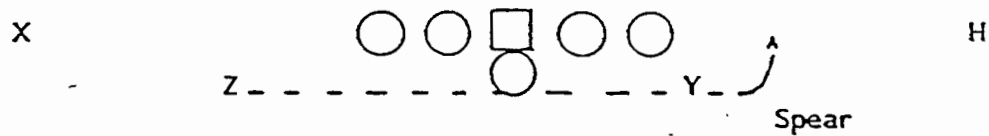
Z - MOTION

SPEAD RT ZING — ZOOM

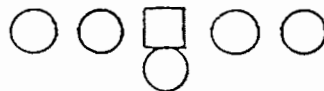
Z ALIGN OPPOSITE THE FORMTION CALL — MOTION ACROSS
 ZOOM — TO THE CALL
 ZING — TO THE WING

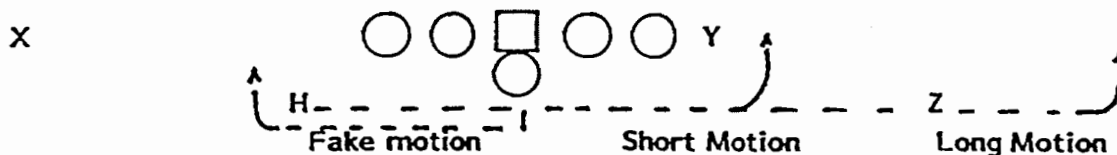
SPREAD RT ZIP — FAKE ZOOM

Z ALIGN TO THE FORMATION CALL — MOTION SAME SIDE
 FAKE ZOOM — RETURN
 ZIP — TO THE TE

WALK RT Z SPEAR

Z MOTION ACROSS OUT OF THE FORMATION
 SPEAR — TO THE TE



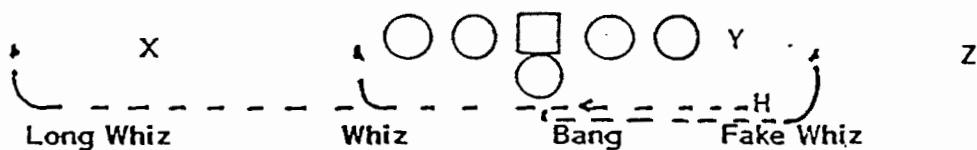
H - MOTIONSPREAD RT FAKE MOTON — SHORT MOTION — LONG MOTION

H MOTION ACROSS OUT OF THE FORMATION

SHORT MOTION - TO THE TE

LONG MOTION - OUTSIDE Z

FAKE MOTION - RETURN

TRIPS RT FAKE WHIZ — BANG — WHIZ — LONG WHIZ

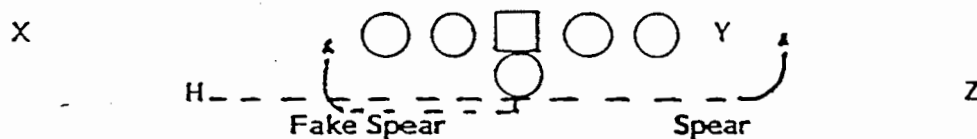
H MOTION ACROSS OUT OF THE FORMATION

WHIZ - TO THE WEAK TACKLE

LONG WHIZ - OUTSIDE X

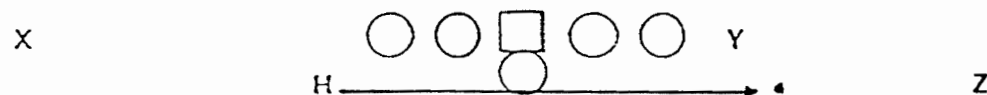
FAKE WHIZ - RETURN

BANG - QUICK MOTION TO CENTER

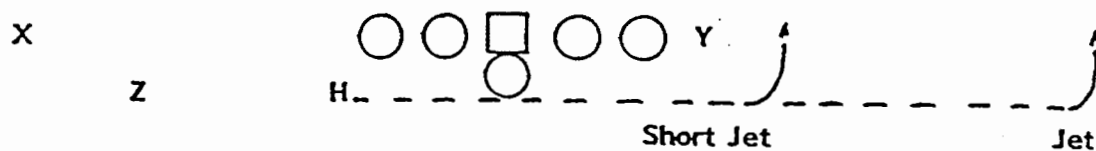
DOUBLE RT SPEAR — FAKE SPEAR

H MOTION ACROSS OUT OF THE FORMATION

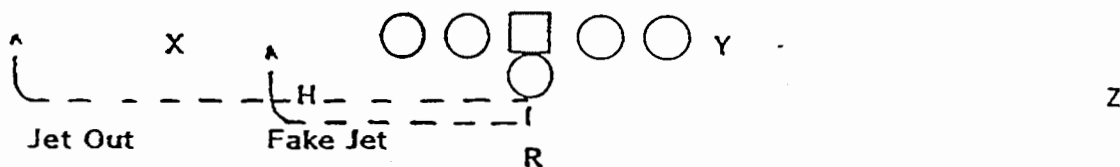
SPEAR - TO THE TE

H - SHIFTSHIFT TRIPS RT

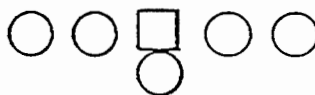
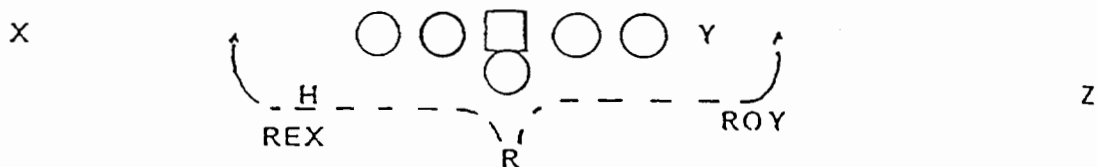
H ALIGN OPPOSITE THE FORMATION CALL — SHIFT ACROSS

H - MOTIONSPREAD RT SLOT JET - SHORT JET

H MOTION WEAK ACROSS OUT OF THE FORMATION
 JET - OUTSIDE THE WEAKSIDE RECEIVER
 SHORT JET - TO THE TE

SPREAD RT FAKE JET - JET OUT

H MOTION WEAK NOT ACROSS THE FORMATION
 FAKE JET - RETURN
 JET OUT - MOTION OUTSIDE THE WEAKSIDE RECEIVER

R - MOTIONSPREAD RT REX - ROY

REX - R MOTION TOWARD X
 ROY - R MOTION TOWARD Y

PASS OFFENSE

The pass game depends upon pass protection and the coordination of the Quarterback, Backs, and Receivers. Each player must have a feel for the Defensive Approach to each situation so that he can anticipate the Defense and execute properly.

APPROACH:

Know the situation

Pre-snap look the Defense--anticipate

Read on the move--adjust

Think: Protection / Adjustments / Progression / Timing / Outlets

Beware of the middle of the field looks -- MOFO / MOFC

Know the coverage elements:

ZONE	3 Deep MOFC / 2 Deep MOFO
MAN	3 Deep MOFC / 2 Deep MOFO
COMBO	Strong MOFO / Weak MOFO
DOG/BLITZ	MOFC/MOFO

THE QUARTERBACK:

Proper Stance - Head up / See the Defense / Locate Keys

Set up quickly

Read the situation rapidly -- be decisive

Deliver the ball on time -- anticipate

Do not try to salvage every situation

Do not force throws / do not guess when to throw deep

Know where outlets are / know when to throw the ball away

Be skilled at sliding away from pressure

THE RECEIVER:

Proper stance-- Head up / See the Defense / Locate Keys

Know split rules

Know proper release

Know proper breaking point--depth / width

Do not be held up--clean release

Make proper coverage adjustments--Defender / Defense

PASS PLAY KEYS:

Each pass play has its own characteristics

Use same reads with various formations / movements / personnel

Don't give the Defense the same look two times

Players get repetition verses expected defensive looks

Players know Call / Alignment / Assignment / Adjustment

PASS TERMS

PSL -	Pre-snap look
ROM -	Read on the move
SIGHT ADJUSTMENT -	Adjust to the defense on the move
BSA -	Blitz sight adjust
PRESS -	Defender aligned over a receiver
HOT -	Dog/Blitz sight adjust
	Hot Back - Break to flat
BREAK (BSA) -	WR break in unless press, then fade
	Slot break out unless press, then fade
RUN IT -	Tells Receiver not to adjust route
FADE -	Receiver adjust route to Go vs Press-Roll
MOF -	Middle of field
MOFC -	Middle of field closed
MOFO -	Middle of field open
READ ROUTE -	The Receiver must read the coverage to adjust
LBER TYPE -	A defender occupying a LBer position
SHOW DOG/BLITZ -	Pre-aligned rush by LBer/Safety
LATE DOG/BLITZ -	Late rush by LBer/Safety from depth
KEY -	The main element of a given assignment/play
HINT -	Inside/outside move by Rec.-Back to influence defense.
ROLL -	Corner/Safety double on a WR (Cleo)
HARD BREAK -	Receiver beat man cover - run a way
SOFT BREAK -	Receiver beat zone cover - IDLE
NERVOUS FEET -	Read LBer/Safety as coming
4 WEAK/4 STRONG -	4 man load / possible 4 man rush to one side
FIST	Defender in the well vs. Solid Dubs Fist defense

RECEIVER SPLIT RULES

THE PLAYING FIELD IS DIVIDED BY HASH MARKS AND NUMBERS:

- | | |
|------------------------|---|
| <u>SHORT SIDE</u> (SS) | - The ball is located on the near hash mark. |
| <u>WIDE SIDE</u> (WS) | - The ball is located on the far hash mark. |
| <u>MIDDLE</u> (MI) | - The ball is located between the hash marks. |

WIDE SPLIT - WR ALIGNS BY THE BALL LOCATION OUTSIDE THE NUMBERS

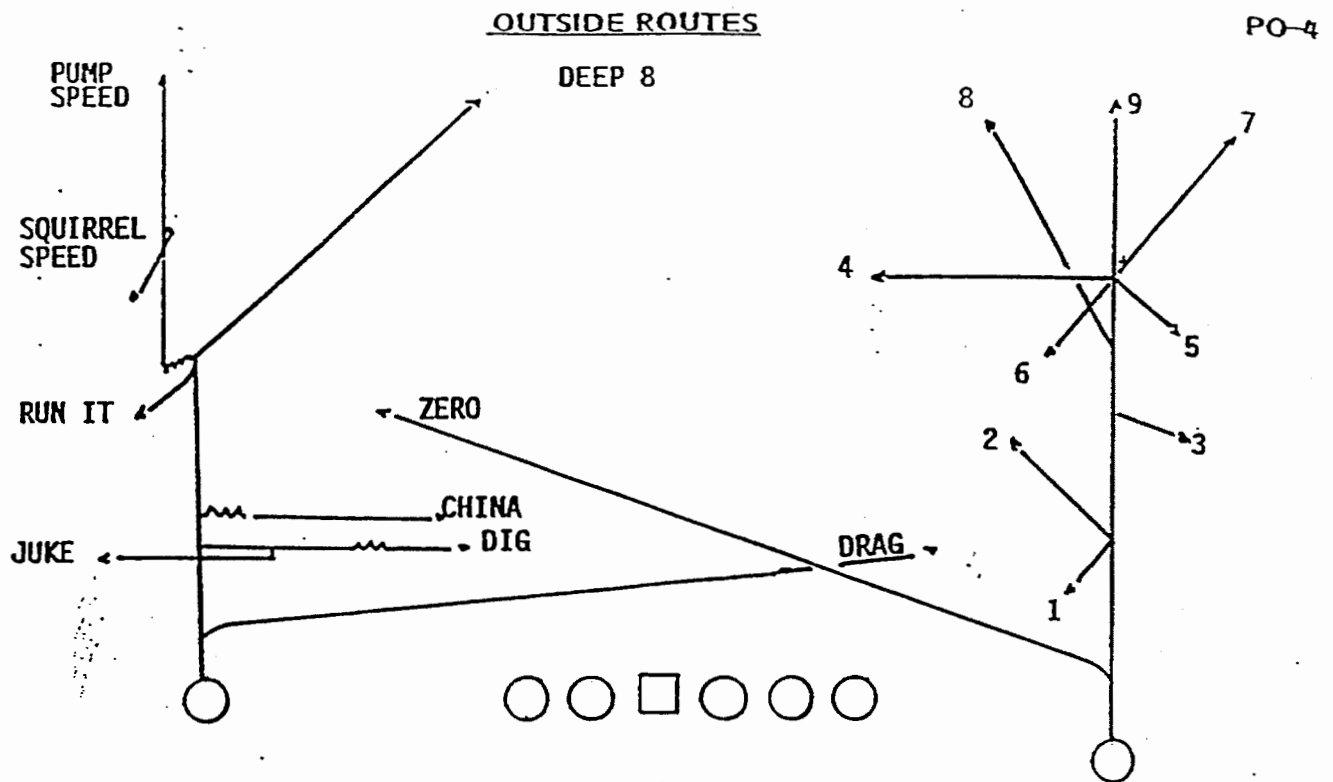
- | | |
|----------------------------|--|
| The ball <u>SHORT SIDE</u> | - WR aligns 1/2 way between numbers-sideline |
| The ball <u>WIDE SIDE</u> | - WR aligns 2 Yds. outside the numbers |
| The ball <u>MIDDLE</u> | - WR aligns 1/2 way between numbers-sideline |

TIGHT SPLIT - WR ALIGNS BY PATTERN OR FORMATION INSIDE THE NUMBERS

RECEIVER RELEASES:

- | | |
|-------------------------|--|
| <u>STRAIGHT RELEASE</u> | - WR explodes straight off LOS |
| <u>SEAM RELEASE</u> | - WR releases inside alignment by break point |
| <u>OUTSIDE RELEASE</u> | - WR releases outside alignment by break point |
| <u>BEST RELEASE</u> | - Receiver releases inside or outside |

FORMATION



- ZERO** Wide Split - Inside Release - Avoid LBers as sprint to far side to 12-yd aiming point. QB 7-step drop.
- 1 (5 YD)** Wide Split - Straight Release - Pivot inside off the outside foot at 5 Yds. Be stationary. Turn outside after the catch. QB 3-step drop. Fade vs press - roll.
- 2 (5 YD)** Wide Split - Straight Release - Break inside off the outside foot at 5 Yds - angle to beat coverage. QB 3-step drop. Fade vs press - roll. Alert **Run-It** call. No fade adjust.
- 3 (12 YD)** Wide Split - Straight Release - Break back to sideline off the outside foot at 12 Yd. QB 5-step drop. Fade vs press - roll. Alert **Run-It** call. No fade adjust.
- 4 (15 YD)** Wide Split - Seam (inside) Release - Break inside off the outside foot at 15 yd - 90-degree angle. QB 7-step drop. Run-It route - no adjust. Break point is numbers area.
- 5 (15 YD)** Wide Split - Straight Release - Pivot inside-out off the outside foot back to sideline at 45-degree angle. Fade vs press - roll. Alert **Run-It** call. No fade adjust.
- 6 (15 YD)** Wide Split - Straight Release - Pivot inside at 15 yds off the outside foot - comeback to QB. Run-It route - No adjust. If seam release, break point is numbers area. QB 7-step drop. Be alert to route variations.

OUTSIDE ROUTES (Continued)

7(12-15 YD) Wide Split - Seam (inside) Release - Read the coverage - explode up the field - make final break according to coverage at 12-15 yds inside the numbers. QB 7-step drop.

MAN Hint post off stem, explode to deep corner.

2-DEEP Run route on the Safety, flatten to sideline.

CORNER OUTSIDE - Straight release, run 15 yd comeback.

Be alert to route variations.

8 (12 YD) Wide Split - Straight Release - Hint break off the outside foot at 12 yds - slim angle into seam. Fade vs press - roll. Alert Run-It call--no adjust.

DEEP 8 Wide Split - Straight Release - Hint at 12-15 yds, explode toward the goal post. Adjust to 50+ yd throw. Run-It route. QB 7-step drop.

9 Wide Split - Straight Release - Close the cushion - at the level of the defender, hint inside or outside according to the corner position (head up-outside-inside), then explode deep. QB 5-step drop. Fade vs press - roll. Possible seam release.

CHINA Wide Split - Straight Release - Hitch at 5 yds - read the coverage. Soft break vs zone; Run-away vs man.

DIG Wide Split - Straight Release - Hint at 5 yds, drive to the numbers and read the coverage. Soft break, zone; Run-away, man.

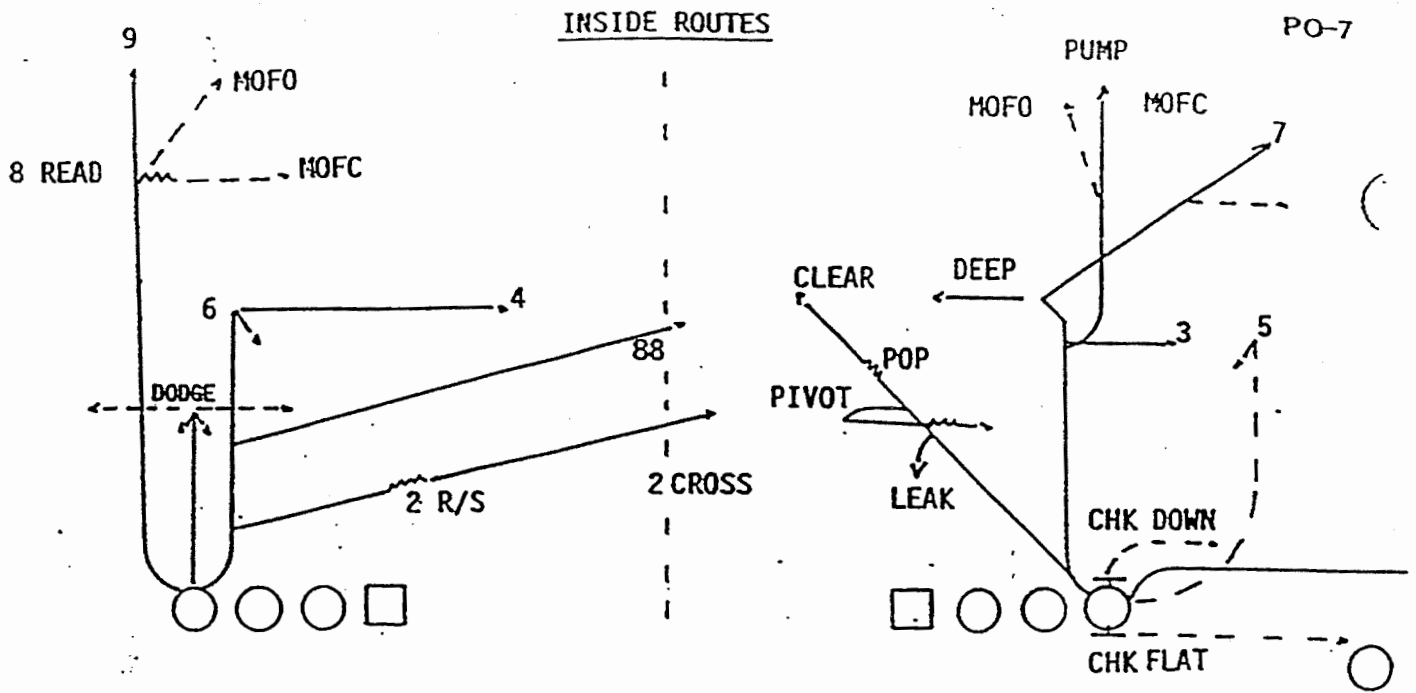
JUKE Fake Dig - Wide Split - Run the Hitch - Read the coverage. Corner off - Hitch, Corner press Juke, Corner roll Hitch.

DRAW Tighten Split - Release Inside - Avoid LBers as sprint to far side TE area at 7 yds deep. Vs. Zone, lull; Man, run-away.

SPEED Wide Split - Straight Release - Hint out or in at the 10-yd level.
PUMP Corner loose, long hint; Corner tight, short hint--then explode deep.

SPEED Wide Split - Straight Release - Hint at the 7-yd level - explode to
SQUIRREL 18 yds. Comeback down the sideline.

SPEED Wide Split - Straight Release - Pivot inside-out off the outside
RUN IT fast back down the sideline at 13 yards.



- 1 (1-4 Yds) Split 3 feet - release outside - drive upfield, break sharply outside across the face of the short defender. No ball, turn towards the QB 5 yds from S.L.
- 2 R/S (6-8 Yds) Rose Sally 2 - Split 3-4 feet - release inside. Vs. Zone, beat the LBer; Man, run-away.
- 2 CROSS (7 Yds) Split 3-4 feet - release inside - avoid the inside LBer. Sprint across the field aiming for 7-yd depth on the far side. No adjust.
- 3 (8-10 Yds) Split 3-4 feet - release inside - drive upfield. Pressure the defender at the 8-10 yd area, then break out. If collisioned, break back to LOS. Be alert to press - release outside, maintain leverage.
- 4 (10-12 Yds) Split 3-4 feet - release inside - drive upfield 10-12 yds - break inside across the field to the far side. Possible deep call break inside at 15 Yds - soft break vs. Zone; run-away vs. Man.
- 5 (12 Yds) Split 3 feet - release outside, sprint for width and depth - Pivot hook 12 yds deep between the original alignment of Y & Z.
- 6 (6-12 Yds) Split 3-4 feet - release by pattern - drive upfield, pivot hook at 6-12 yds, comeback to the QB. Vs. Zone, comeback between defenders to the ball.
- 7 (10-12 Yds) Split 3-4 feet - release inside - drive upfield - hint break to 18-20 yd aiming point along the S.L. Vs. Zone, be alert to flatten if defender in corner area.

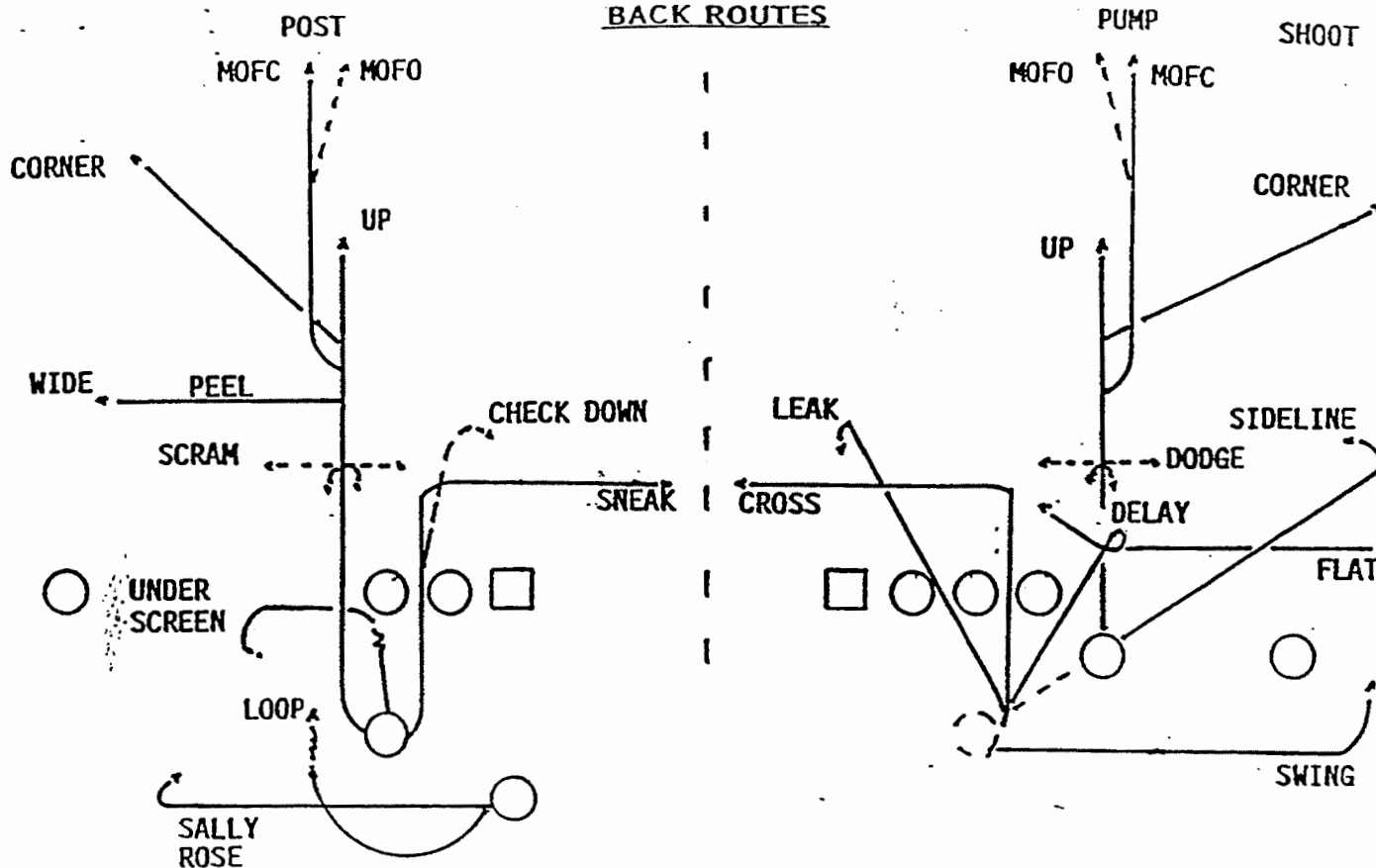
88	Split 3-4 feet - release inside - avoid the inside LBer - drive upfield 6-8 yds. Sprint across the field aiming for 20 yd depth on the far side. No adjust.
8 READ	Split 3-4 feet - release outside - sprint upfield and read the coverage: <u>MOFC Zone</u> , hook at the numbers area of 12-15 yds deep; <u>MOFO Man</u> , run-away at 12 yard area; <u>MOFO 2 DEEP</u> , bend down the hash mark: <u>MOFO Man</u> , Hint-Go; <u>MOFO Combo 3</u> , Hint-Go.
9	Split 3-4 feet - release outside into the deep seam. No adjust.
CHECKDOWN	Aggressive pass set - check defender - no rush, turn to QB as an outlet.
CHECK FLAT	Pass set - check defender - no rush, sprint to flat.
POP	Release inside - check the QB - no ball, continue on assigned route.
LEAK	Release inside - pivot hook over the ball at 6 yds deep- be alert to eye contact with QB for uncover. Cross-Sneak called: Cross Receiver Rub-Leak through the inside shoulder of near defender. Vs Zone, hook; Vs. Man, pick.
PIVOT	Release inside - drive past the ball - pivot break outside at 6-8 yds. Soft break vs. Zone; run-away vs. Man. * Drive to far hash.
CLEAR	Release inside - Pop - No ball, run through the defense. Do not stop - check the QB for the ball.
DEEP	Run a 4 route at 15 yds deep.
PUMP	Best release - nod out or in at the level of the defender and break up the edge of the numbers. The Receiver bends to the hash mark if MOFO. If MOFC, the Receiver stays wide on the edge of the numbers.
BENDER	Receiver assigned to read the MOF. Vs MOFO, bend to the hashmark; Vs MOFC, stay on the numbers.

DODGE

Best release upfield to the 5-6 yd area and read the coverage for 1 of 3 breaks - be decisive. Vs. Zone, hint to freeze the defender, then hook away from coverage. Vs. Man, hint, then break in or out. Press, hint - stem - reestablish to 5 yd break out. Nickel Isolation Man - be alert to quick break in at 2-5 yds. ALERTS: Inside break vs. 34 ZONE - Offside ILB; Inside brea vs. FIELDER FREE - Offside Trapper

CLEAR	Best Release - run Deep 8.
DEEP	Best Release - run Deep 4 at 15 yds. Soft break Vs. Zone - Hard break Vs. Man.
PUMP	Best Release - Nod out or in at the level of the defender and break up the edge of the numbers. The Receiver bends to the hash mark if MOFO ; if MOFC , the Receiver stays wide on the edge of the numbers
BENDER	Receiver assigned to read the MOF . Vs MOFO , bend to the hashmark; Vs MOFC , stay on the numbers.
SPEED RUN-IT	Best release - Run an outside 5 route at 18 yds, work back to the QB--stay inside the numbers.
SPEED SQUIRREL	Best release - Run a Pump at the 7-yd level, explode toward the goal post. Comeback at 18 yds - stay inside the numbers
SPEED PUMP	Best release - Hint out at the 10-yd level. Corner loose, long hint; Corner tight, short hint. Then, explode to the goal post. Adjust to the throw.
<u>CHOICE</u>	Best release upfield to the 5-6 yd area and read the coverage for 1 of 3 breaks. Be decisive. <u>Vs. Zone</u> , hint to freeze the defender, then hook away from coverage. <u>Vs. Man</u> , hint, then break in or out. <u>Press</u> Hint - Stem - reestablish to 5 yd break out. <u>Nickle isolation man</u> . Be alert to quick break in at 2-5 yds. ALERTS: Inside break vs. <u>34 ZONE</u> - Offside ILBer; Inside break vs. <u>FIELDER FREE</u> - Offside Trapper

BACK ROUTES



- WIDE** Check - Bow release outside the Tackle directly upfield - Pressure the defender. Hint inside, then break out sharply at 5-6 yds. Vs. Butch hint - reestablish stem to 5 yds then break. Note: Possible game plan adjust to hook if zone defender on same level. On 3rd down, break deep enough for 1st down.
- PEEL** Check - Bow release outside the Tackle. Hook at 5-6 yds. vs. Zone--Run a Wide Vs. Man. Alert Butch Hint--Stem--Break.
- SCRAM (R-T)** Release outside the Tackle upfield to the 5-6 yd area and read the cover for 1 of 3 breaks - be decisive. Vs. Zone - hint to freeze the defender, then hook away from coverage. Vs. Man - hint, then break in or out. Press/Butch - Hint - Stem - reestablish to 5 yd break out. Nickel Isolation Man - be alert to quick break in at 2-5 yd. ALERTS: Inside break vs. 34 ZONE - Offside ILBer. Inside break Vs. FIELDER FREE - Offside Trapper
- DODGE (H)** Best release upfield to the 5-6 yd area and read the cover for 1 of 3 breaks - be decisive. --Same adjustments/alerts as Scram--
- POST (R-T)** Release outside the Tackle upfield, nod out or in at the level of the defender. Then, break up the edge of the numbers. Vs. MOFC, stay wide; Vs. MOFO, bend to the hash.

- PUMP (H)** Best release - Nod out or in at the level of the defender and break up the edge of the numbers. The Receiver bends to the hash mark if MOFO; if MOFC, the Receiver stays wide on the edge of the numbers.
- CORNER** Release outside the Tackle upfield for 10 yds, then break behind the LBers and away from the Safety at an aiming point of 18-20 yds on the sideline. Vs. Zone, be alert to flatten if defender is in the corner area.
- UP** Check release outside the Tackle upfield and continue deep - stay wide. Alert: If pressed on the LOS, must avoid outside.
--This is a coverage control route--
- CROSS** Check release outside the Tackle - head directly upfield for 5 yds. Then, after making an outside hint, break sharply inside across field. Depth at off tackle should be 3-5 yds.
- SNEAK** Check release through the LOS anywhere. Get a depth of about 2-3 yds, look for the ball immediately. Vs. Man coverage be alert to a Pick--use a hintmove to set defender up.
- LEAK (H-F)** Check release through the LOS to a depth of 6 yds - set down, face the QB. ALERT: This is an outlet route - be alert to pivot back out vs. Man.
- CHECKDOWN- (R)** - Check release through the LOS to a depth of 5 yds - set down, face the QB. ALERT: This is an outlet route - be alert to uncover vs. man.
- FLAT** Release outside the Tackle, break sharply outside across the face of the short defender at 1-4 yds. No ball, turn towards the QB 5 yds from S.L.
- DELAY** Release outside the Tackle, start on a flat route for 3-4 steps, then pivot inside and look for the ball. NOTE: This is a control route.
- LOOP** Q position route. Check and give ground with enough depth to avoid the rush DE - turn upfield 2-3 yds outside the Tackle and lull on the LOS. Expect the ball on or near the LOS.

SWING Release outside and give ground (approx. 2 yds) and run an arc course--use speed on first 5 steps, then lull 8-10 yds wide.

SIDELINE Release outside the TE on a straight line to a depth of 7 yds and 5 yds from the S.L., then turn back toward the LOS and hook facing the QB.

SHOOT Run the sideline route, then turn upfield. Upon approaching the hook spot, look for the ball over the inside shoulder.

NOTE: Break upfield no closer than 5 yds from the S.L.

ROSE/SALLY - Release to a point relative to the numbers. Ball wideside, (Read Screen) lull 5 yds from the numbers - ball middle, lull on the inside edge of the numbers. Ball shortside, lull 2-3 yds outside the numbers.

NOTE: Be alert to the protection call for check of hot adjustments.

HOT - Continue to swing, yell Hot-Hot.

UNDER SCREEN - Robert/Larry protection rules. If Blitz, slam and slip defender and get to sweet spot (5 yds. outside your alignment 5 yds. off LOS). If no Blitz, read your T's block for over-under release for sweet spot. Release for screen when G releases 2 1/2 etc.).

Outside 1 (Mitch)

V V V

MoFC ▽

▽ MoFC

-34d-S.L

5yd Pivot-Match
Catch Turn o/s - Run

Get Deep: Fast

EXplode

OFF ○ -W- Split ○ ○ □

Clean Tight Release

Press Fade

Pivot inside off the outside.
Foot at 5 yd - Don't Telegraph.
OB PSL Cover Look - 3 Steps
Pivot - Throw

Hard Hunt inside Tight. Outside
Release. Get Deep Fast. Late
Hands. Down Field. Dig Then
Adjust to Run. OB PSL Cover. Adjust.

SL -34d
EXplode

Get Deep
Fast

MoFC

Get Deep
Fast

-34d-S.L.
EXplode

Vmm under

Zone as V

Clean Tight Release

Clean Tight Release

Press
2 Deep Fade

Roll
2 Deep Fade

IF inside Bender to you -
STAY wide.

OB PSL Cover - Adjust

Drive at cleo outside release
unless Funnell then Tight release
through inside shoulder off corner

▽

▽

▽

-34d-S.L

▽

Get Deep
Fast

EXplode

I-O

Clean Tight Release

Walk
Fade

Run - it veers IN-out
corner off.

Thrust like Roll

Outside 2 Run-it (Start)

V V V

moFC



moFO

Press 45° Break

5 yd

Angle Dealer throws
underneath coverage

Ex Mode

BSA 14 Shooter - Flatter

OFF



-W- SPIRIT



③



Sell Fade



Press

Break inside off the outside
Foot at 5 yd - Angle by coverage
Depth 1st - Don't Telegraph.
OB PSL Cover Look - 3 Steps
Press & Throw.

Quick Hunt Sell the Fade
Then Slip underneath.
need 7 yd Turnin

OB PSL Cover - Adjust



moFO



Slip

V man under

Press

2 Deep



Same as Press - Be alert
to work off inside
shoulder of Defender

Strategic Release vs close work
off inside shoulder vs funnel.
need 7 yd Turnin on Break.

Zone as

Pressure
Break



PSL

2 Deep

Ex Mode



Slum Angle

I-a



Run-it versus IN-out
Corner off - Slum Angle



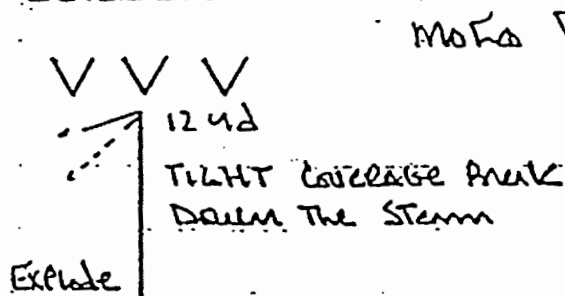
Slip



Walk

Same as Press - make the
Defender Turn hips

Outside 3



OFF - W. Split

Break back outside off the inside foot - Don't telegraph
as per cover look - 5 steps
Preset throw

Mofo

clean Tight Release

Get Deep Fast - Explode

-3 - S.L.

Press Fade

Hand hint inside Tight outside release. Beat the corner - late hands down heel. Pick them adjust to the ball - as per cover - Adjust

SL - 3rd -
Explode

Get Deep Fast

Support

Wash under

Press
2 Deep

Treat Like Press - Feel the corner run

Mofo

clean Tight Release

Zone OS

Ende Lull
at 15-20 yd

Support

Roll
2 Deep

Drive at 2nd - outside release unless turned then Tight release through inside shoulder of corner

Explode

IO

Comeback Down The Stem vs In-out Corner as Tech.

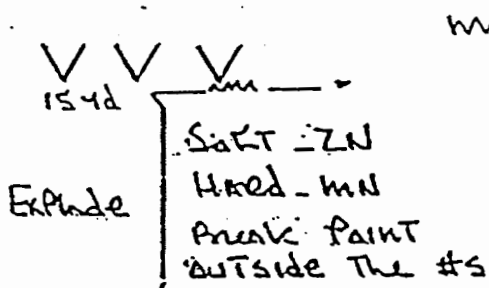
Mofo

Ende Lull

work

Zone - Treat Like Roll must feel Defender

Outside Seam 4



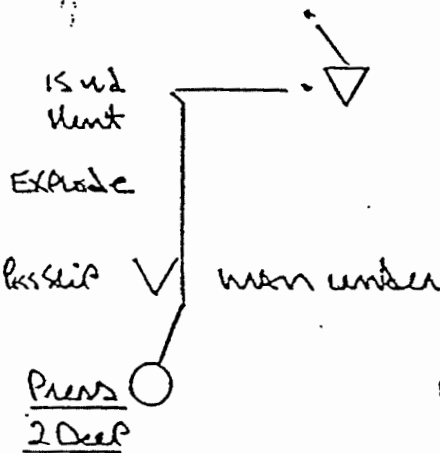
OFF - w - Split
Seam Release - EXplode - Hint
Break in of The outside foot
Dep Th 1st - Don't Telegraph
OBS P&L Cover Look - 7 Steps

more ▽ ▽ more

Hard Break 15 yd Hint

Pass. Slip
Keep shoulder down

Hard inside Release - EXplode - Hint
Run - a - way. OBS P&L Cover - Adjust



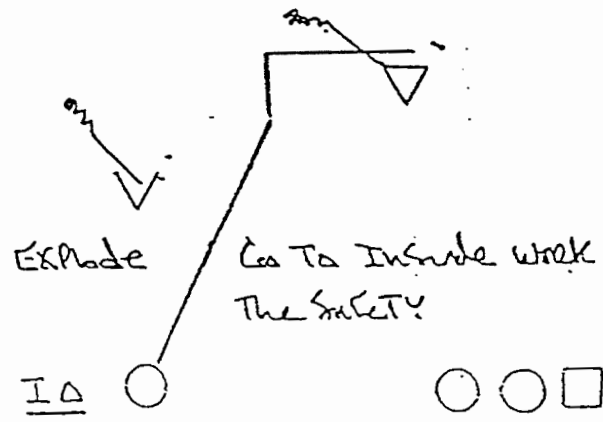
Trust like Press Feel The
Corner run.

more

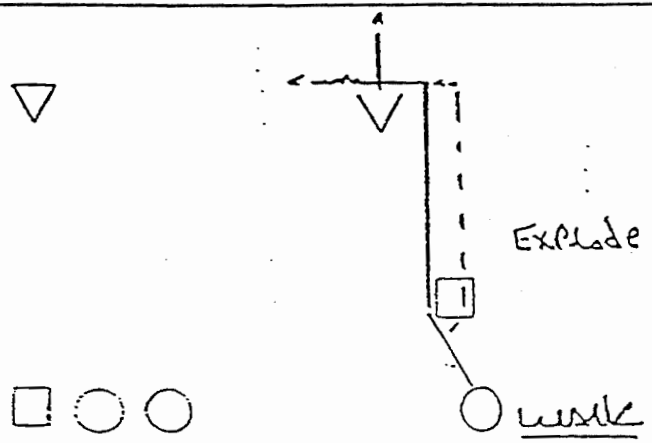
Hard - Soft Break
on 1/2 S&E

Shrink Release - No G&H

Seam Release - EXplode to Push
1/2 S&E Then Break BY 1/2
S&E P&L - wide or Tight.

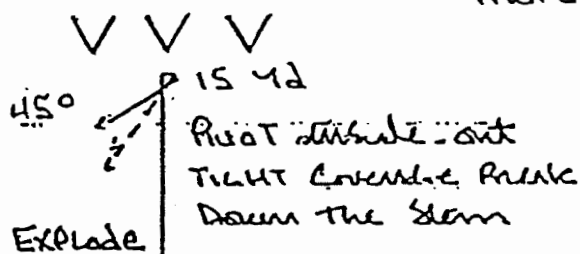


Seam Release - Go to S&E
Beat The inside S&E



Seam release - Pass. Slip
climbs break S&E or
Hard BY Corner P&L

Basic Outside 5



OFF w-split

Break back down the Sideline
Depth 1st - Don't Telegraph
as PSL Cover Look - 1 Step Drop

moFC moFC

Get Deep Fast

-3- S.L.

Explode

Clear Tight Release

Press Fade

Hard Hint inside Tight outside
release. Beat the corner - late hands
Down Field. Dig Then Adjust to the Ball.
as PSL Cover - Adjust

2-3-

Get Deep
Fast

Explode

Support

man under

Press
2 Deep

Treat Like Press - Feel
The Corner Run. Hunt
IF Bender Your Side - Sideline

moFC

Get Deep
Fast

-3- S.L.

Explode

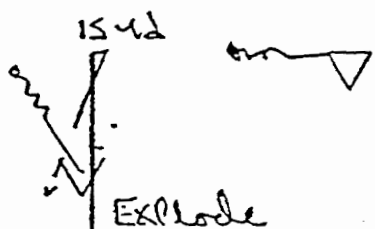
Zone as

Support

Clear Tight Release

Ball
2 Deep

Drive at cleo - outside release
unless Funnell then Tight release
Through inside shoulder of corner



I-Δ

Comeback Down the
Stem Verses In and out

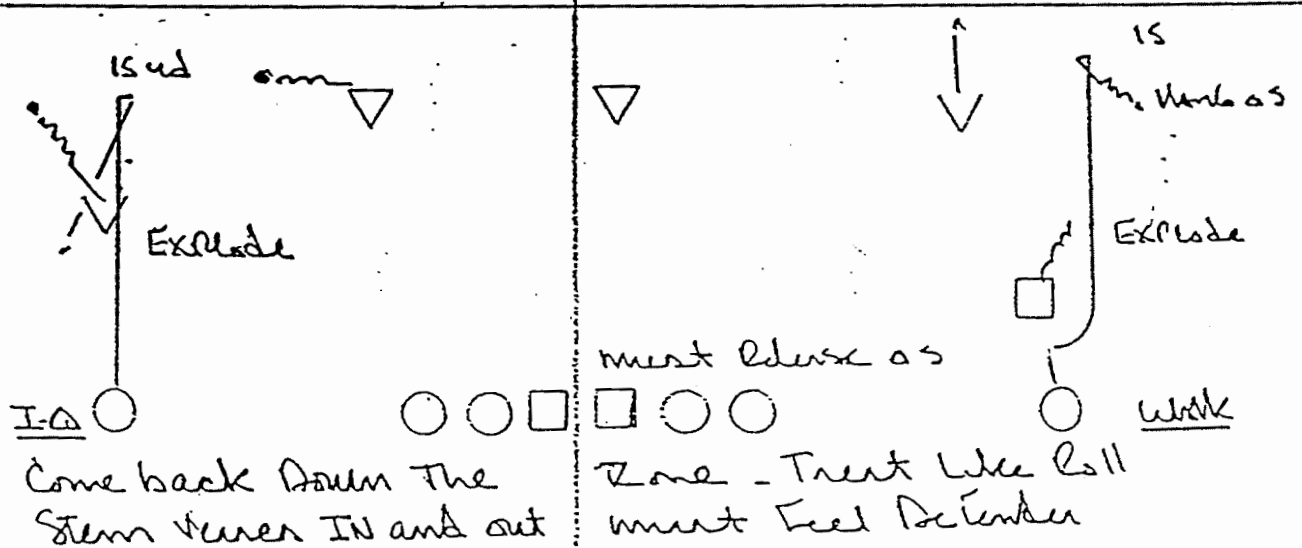
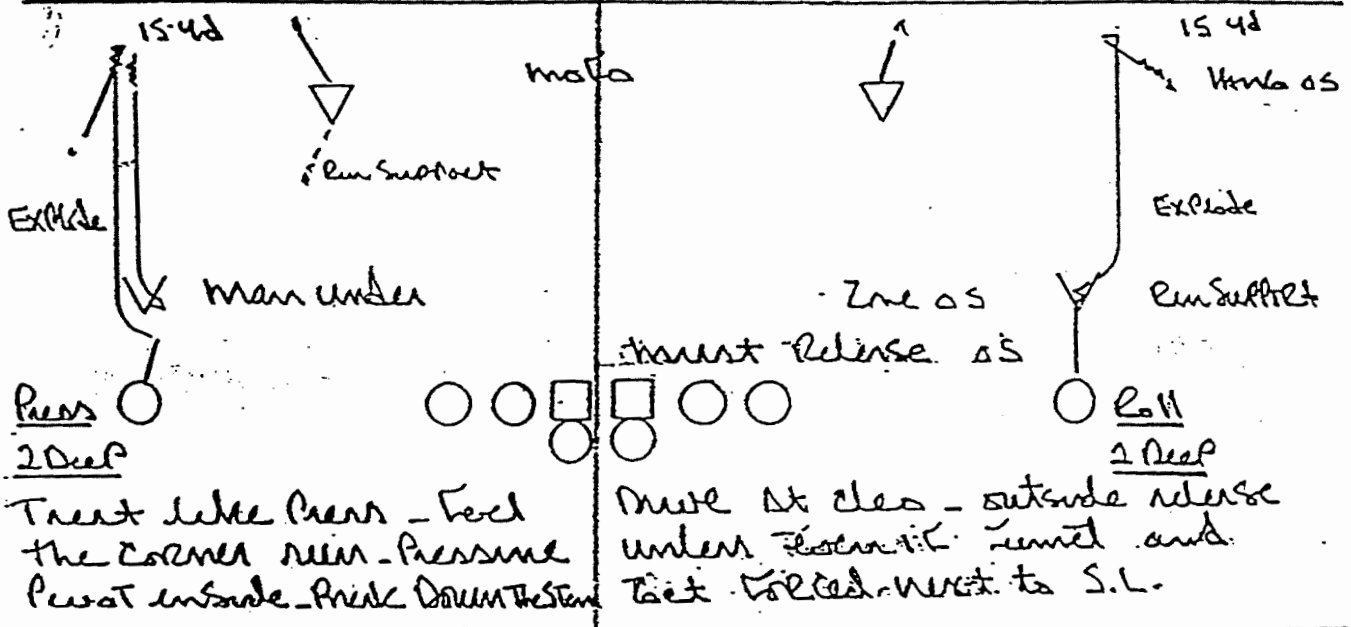
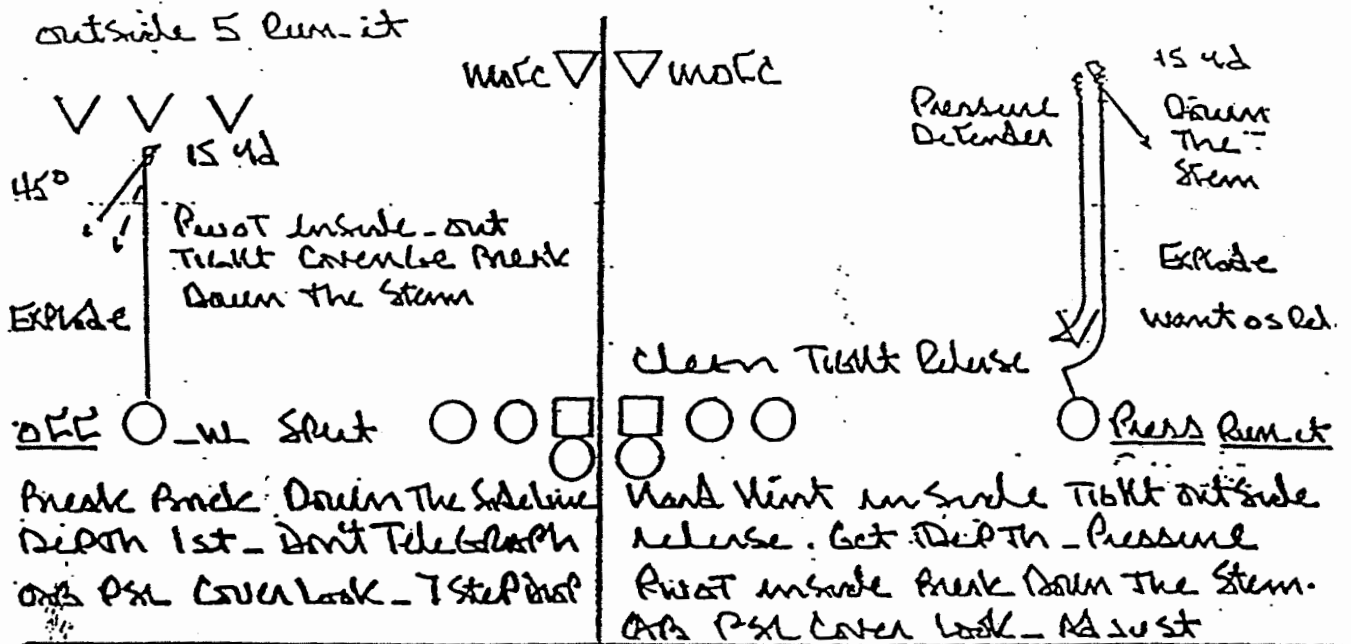
moFC

Get Deep
Fast

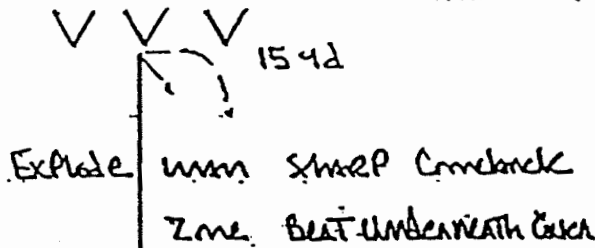
Explode

Work

Zone - Treat Like Ball
must Feel Defender



Outside - L

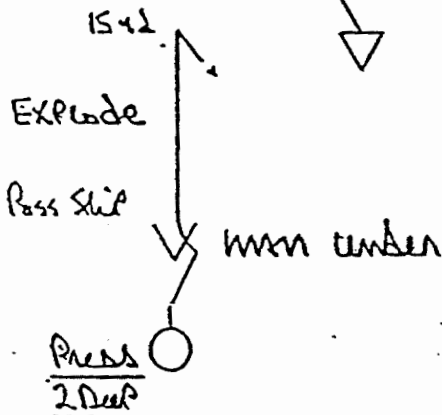


Pivot inside off the outside
Foot - Comelock Till Arm Thrown
Depth 1st - Direct Telegraph
AB PSL Cover look - 7 Steps

MoFC. ▽ ▽ MoFC

must have Throwing
Lane between Lee & AB

Quick hint - Hand inside release.
Explode Pivot Hook over Alignment
work to AB - MAY uncover if walked
off inside - AB PSL Cover - Adjust



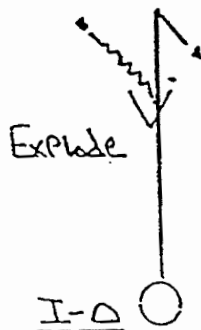
Treat like Press - Feel
The Corner Run

MoFC

Be alert to under
neath cover.

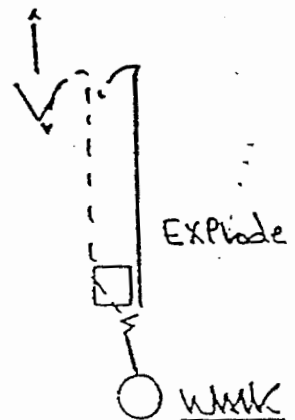
Zone as
Stomk Release No Collapse

Drive at cleo inside release
Explode Pivot Hook over Alignment
work to AB - Do NOT Collapse



Comelock Directly to AB
versus IN-OUT


▽










Best Release versus walk
Best underneath cover

Seam 6

V V V

moFC   moFC

IS 42
ExPade Best man / Zone
Seam Release

OFF  - AS Edge #5 -      

Seam Release Hook at
The Numbers

Press 916 Run it

IS 42

ExPade

Press

Hand inside - Possible slip
IF corner over press - ExPade
Press Hook - IF needed uncover.
AS PSL cover look - AS list

IS 42

ExPade

slip

man number

Press
2 Deep

Thrust like Press Feed.
The corner Run

moFC

Be alert to under
North cover

Zone as

Path
2 Deep

Hand inside release. ExPade
Press Hook at Number work
to AB - Do NOT get collapsed

ExPade

I-A

Seam release comeback
Directly to AB

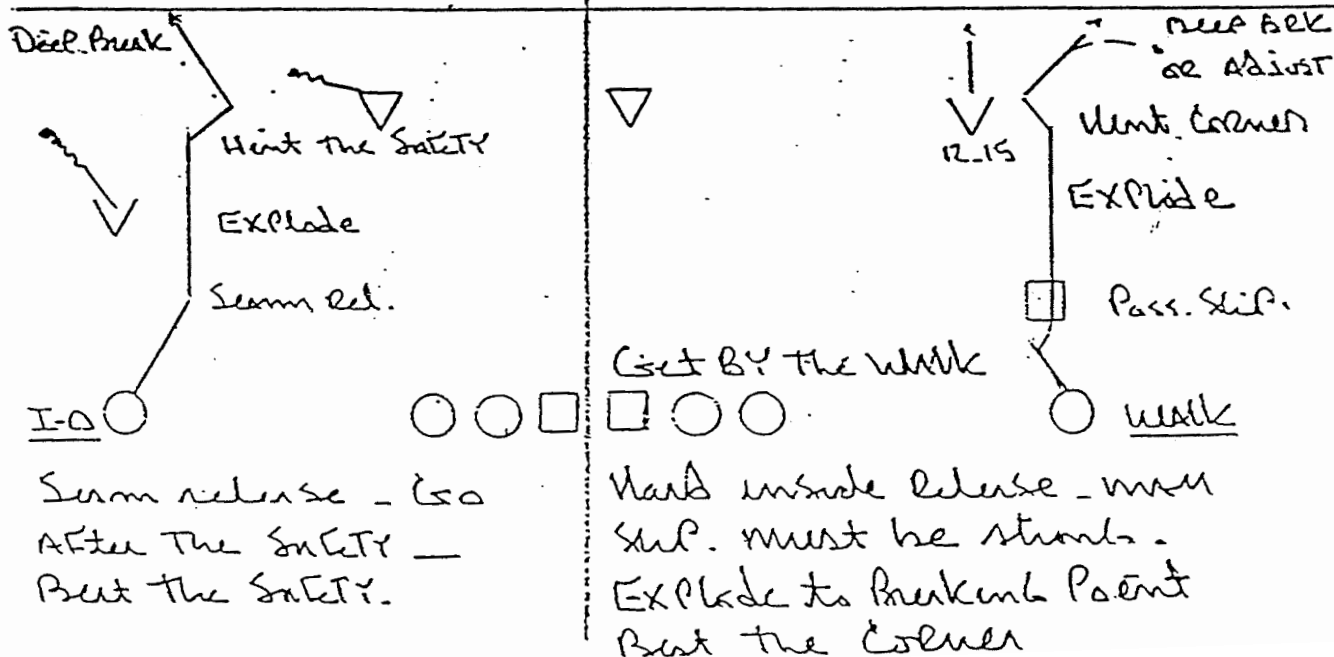
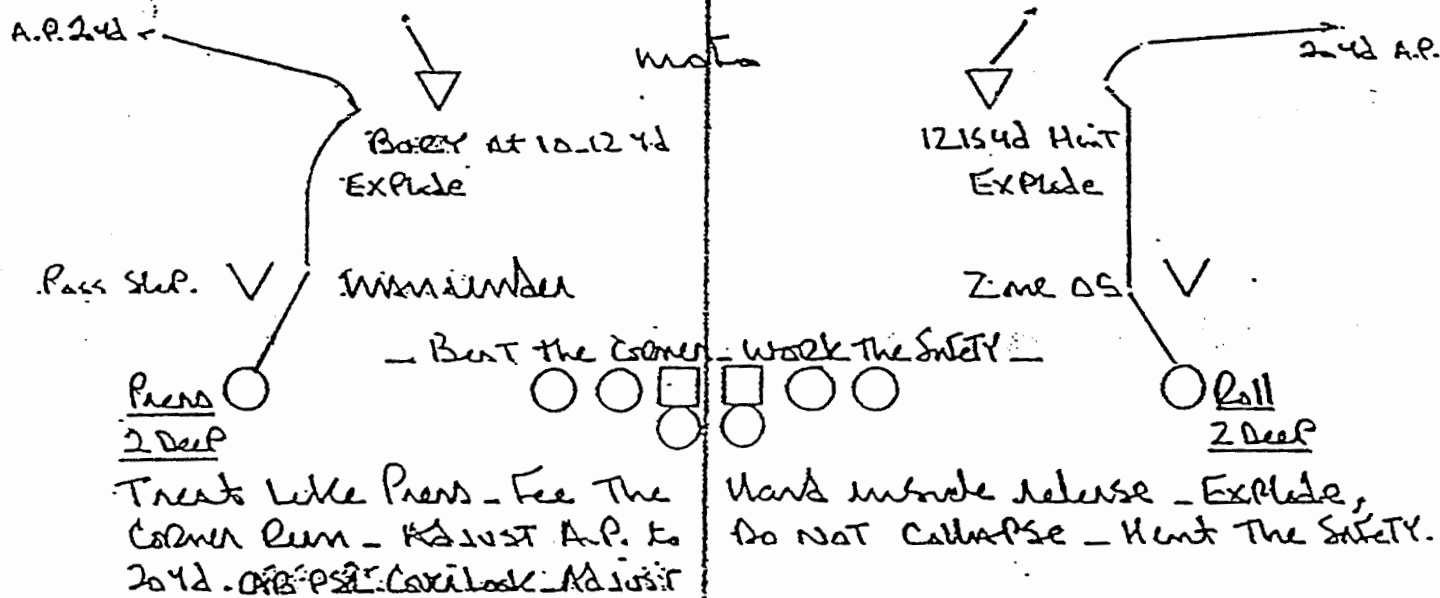
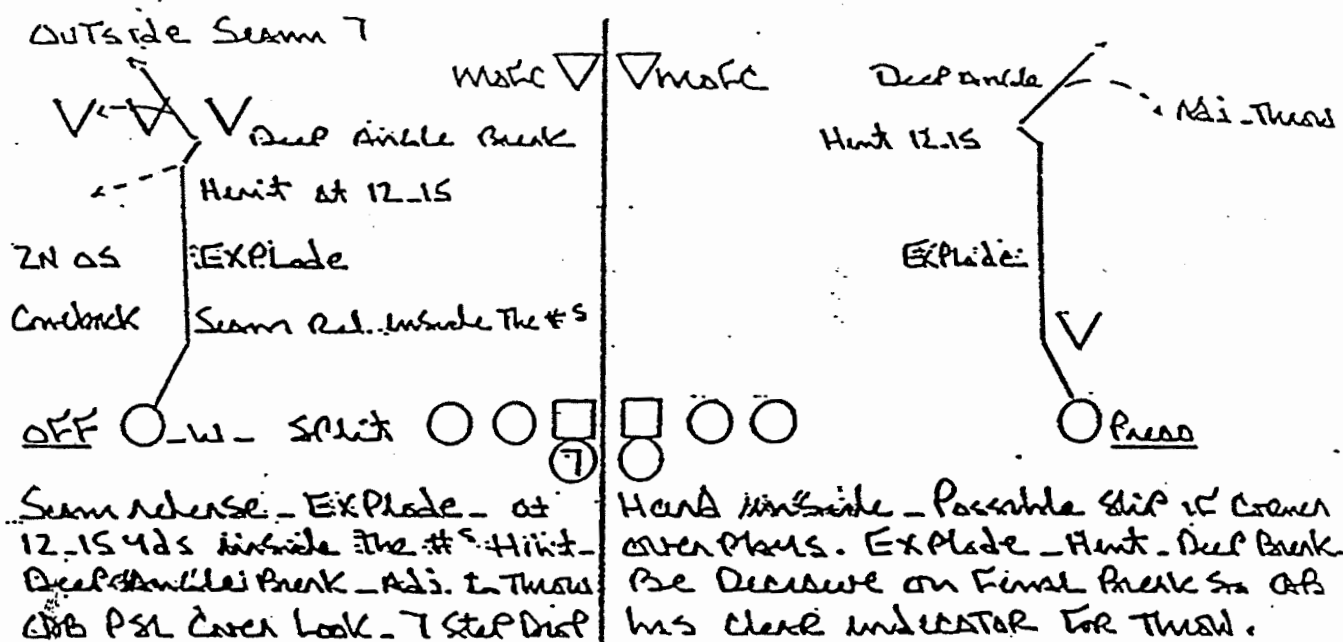


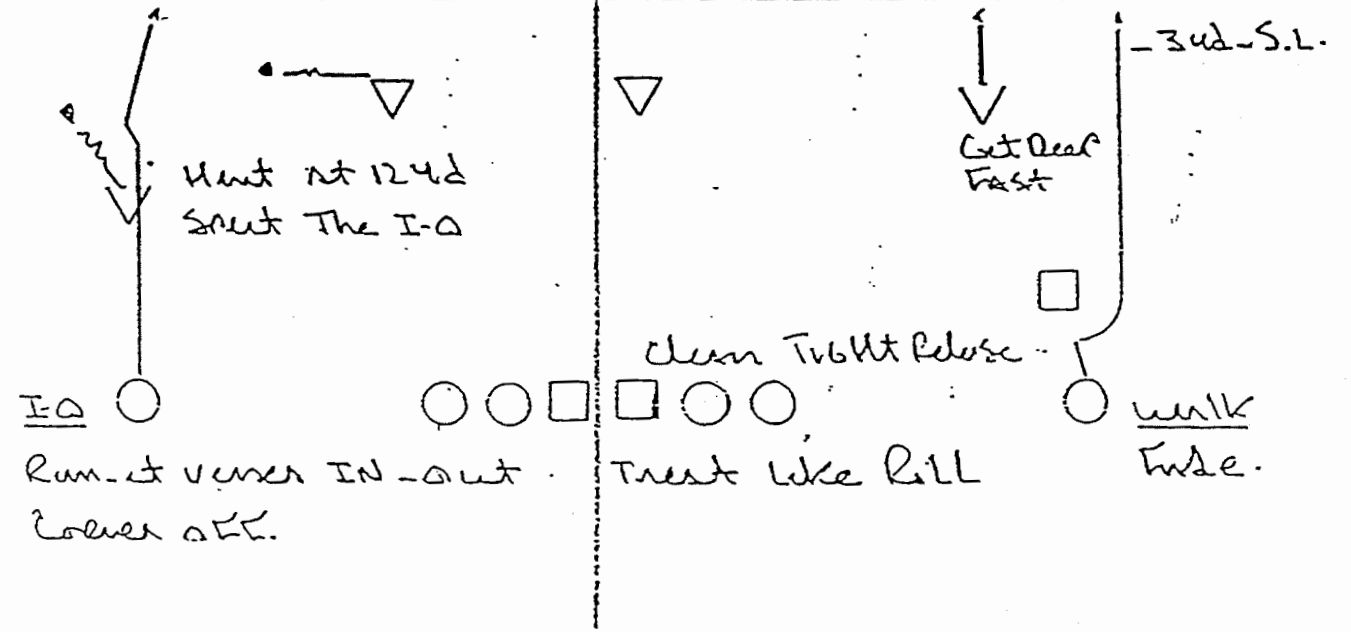
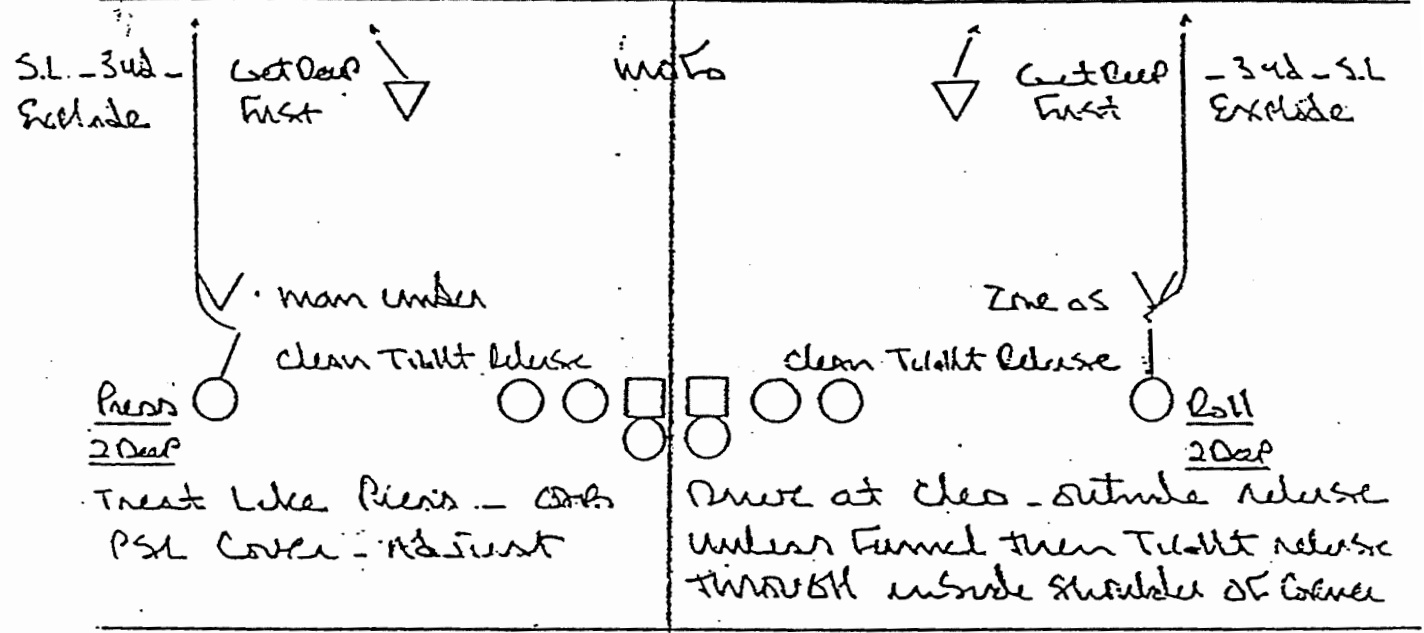
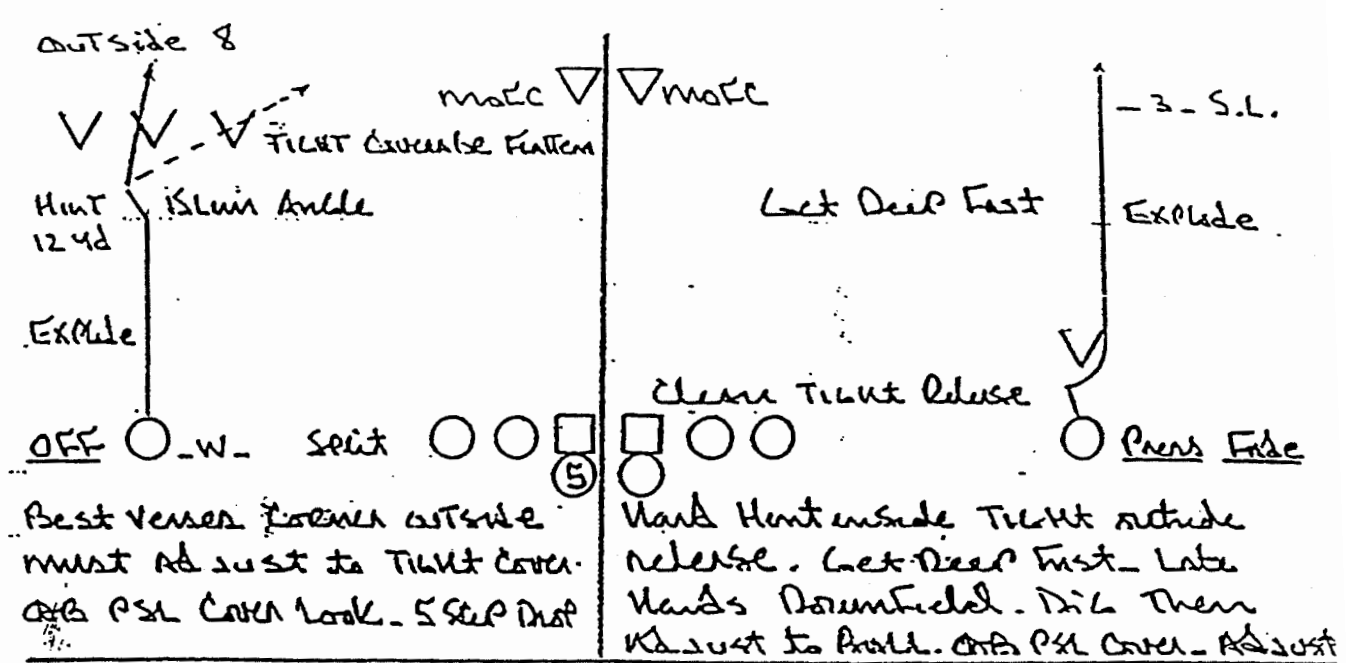
ExPade

Poss. slip

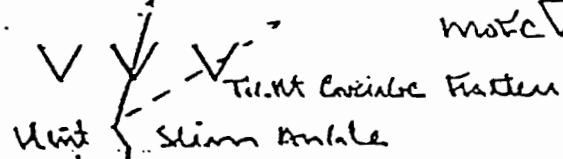
Work

Hand inside release - must
slip. must be strong - ExPade
Press Hook.





Outside & Run-out



note note

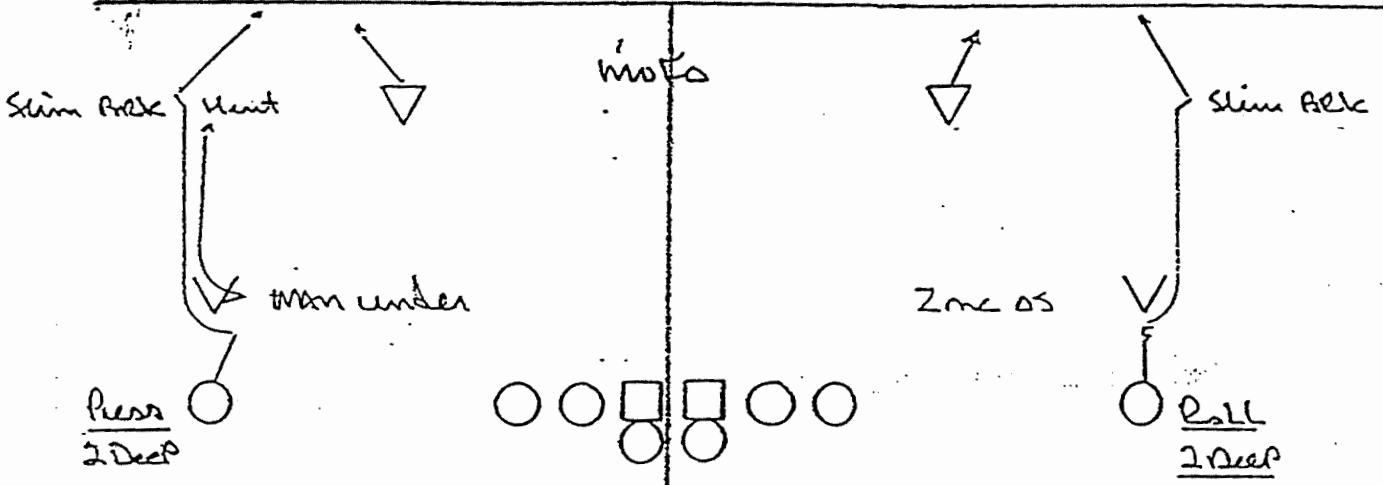
over the top Slim Back Hunt 12yd

Alpha

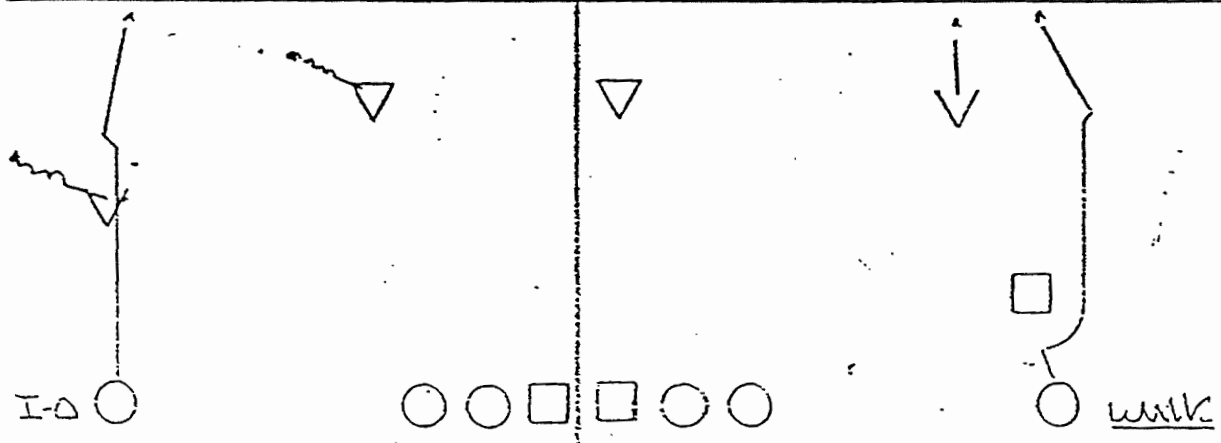
Best Vener Corner outside must Adjust to Tight Corner as per Cover Look. 5 Step Map

clean Tight Corner

Hand Hunt inside - Fold then Hunt at 12yd - Slim Angle Back to the Post

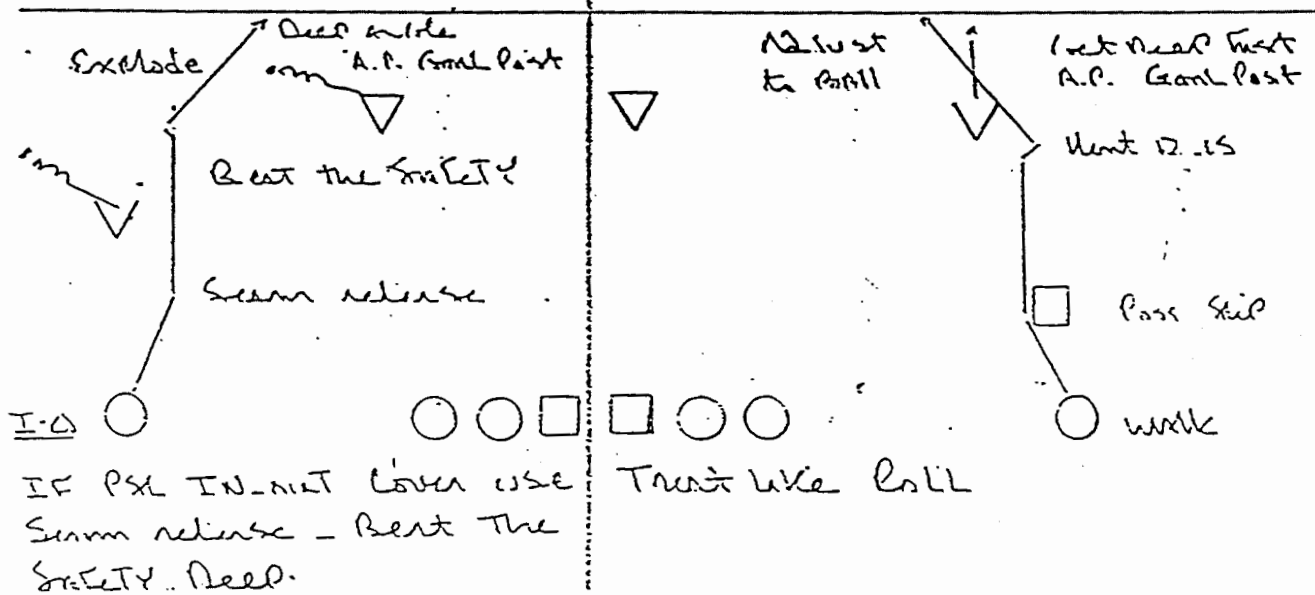
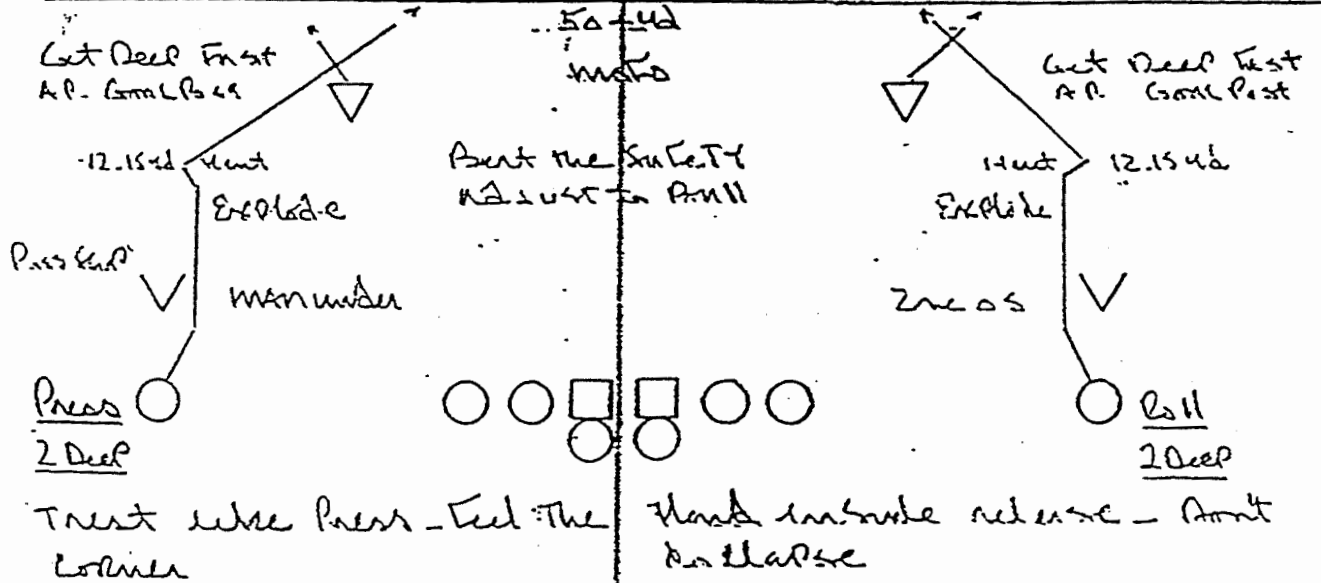
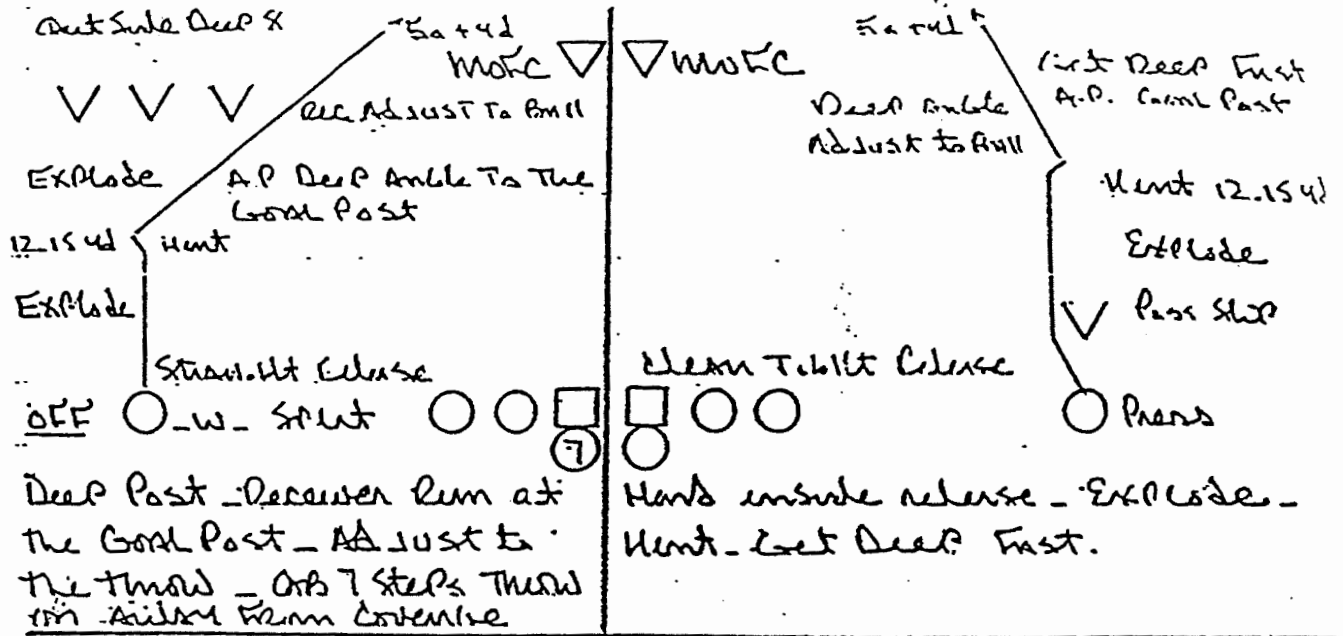


* Read Route versus 2 Deep looks

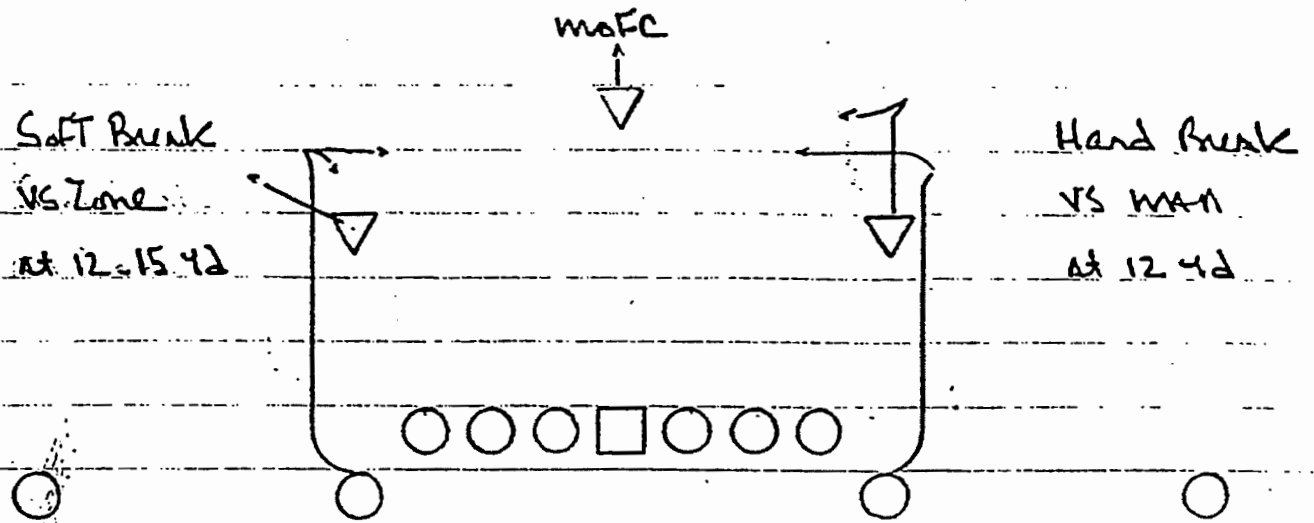


Hunt the Corner sent The In-out.

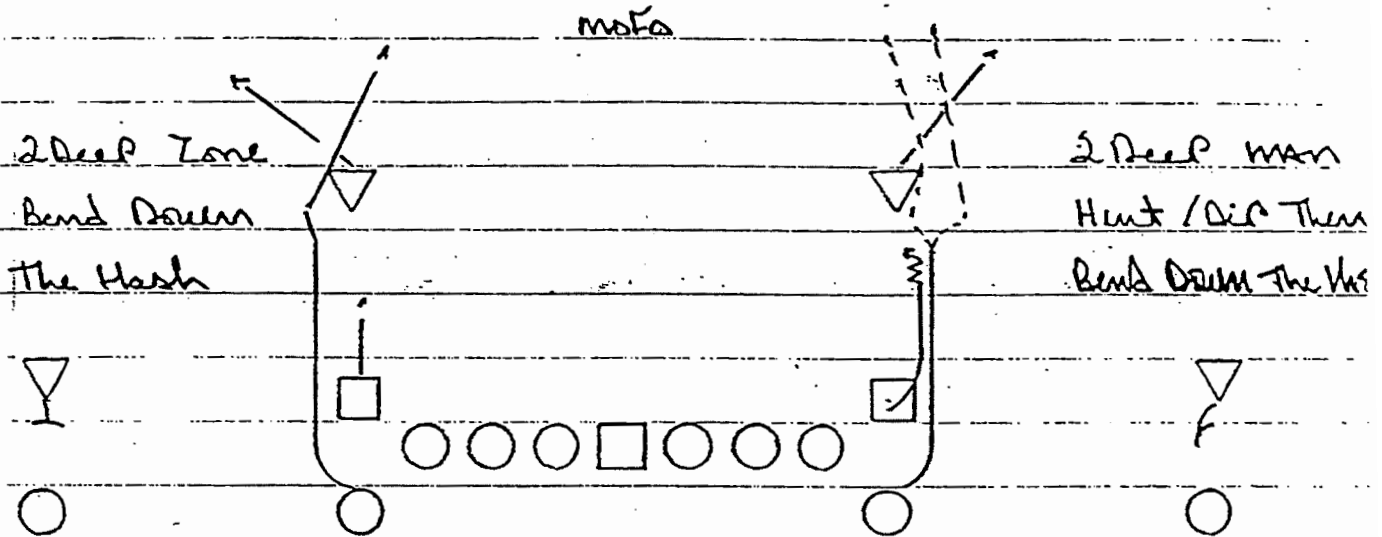
* Read Route



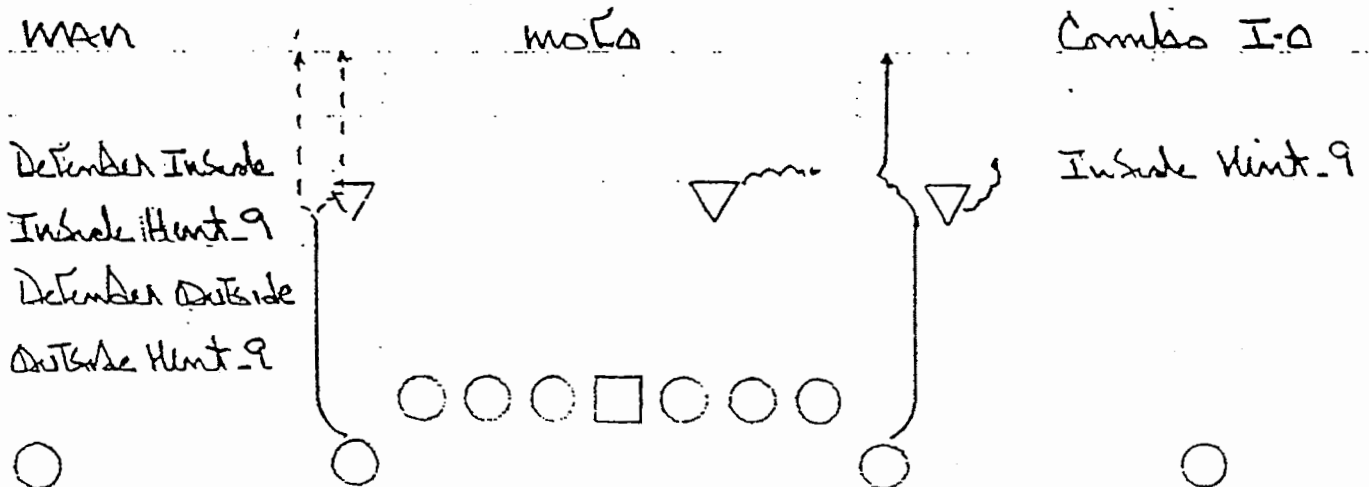
Inside 8 Bend

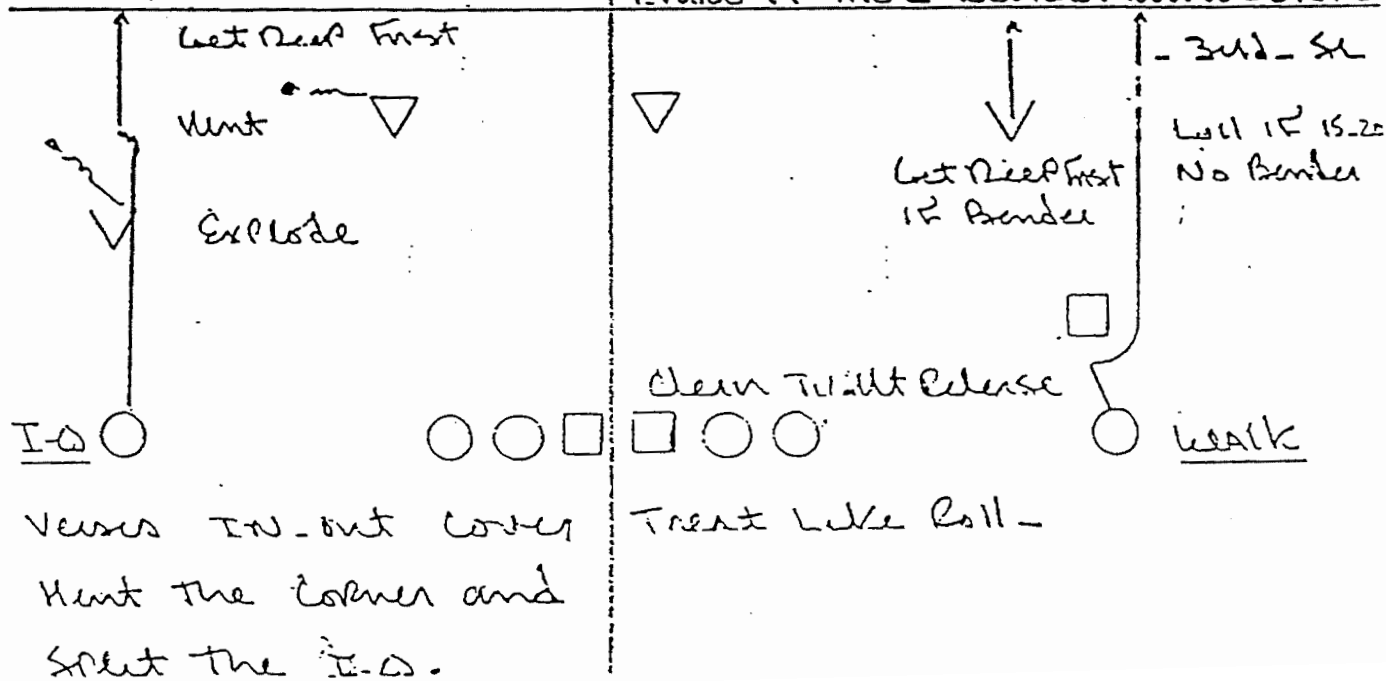
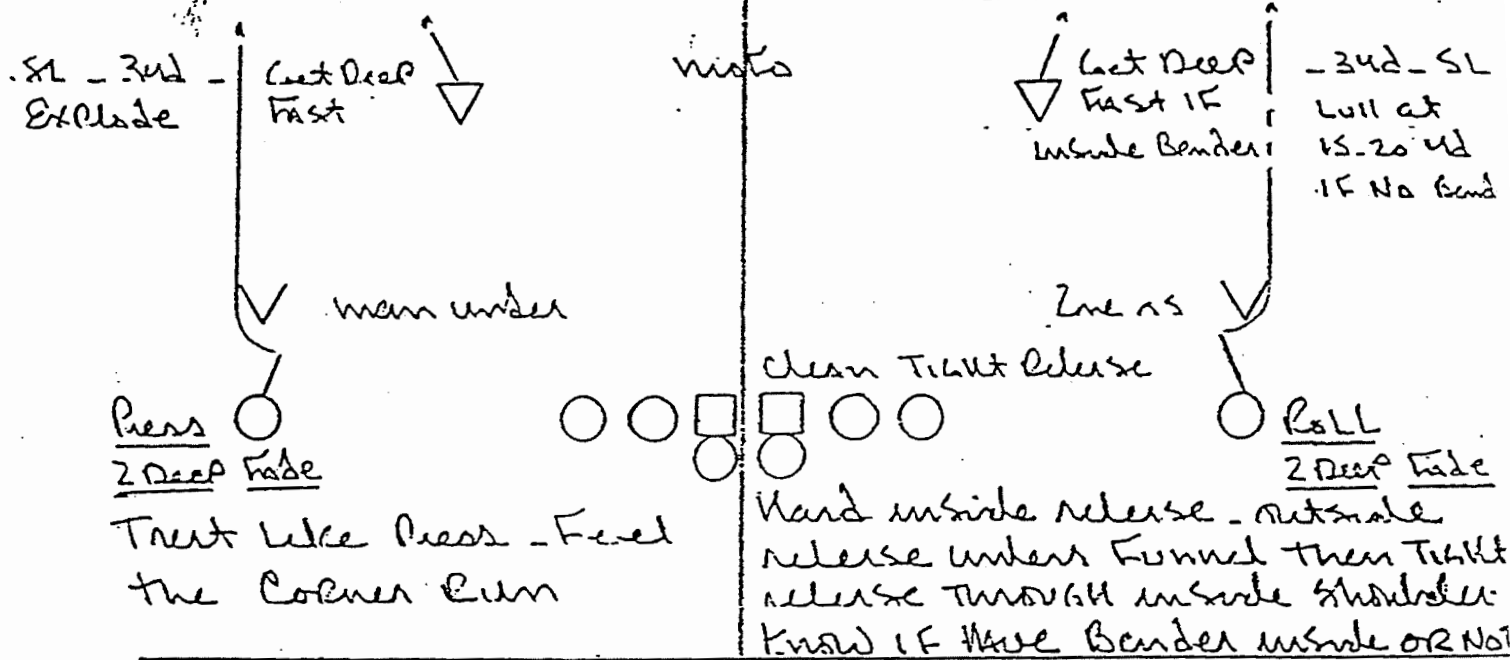
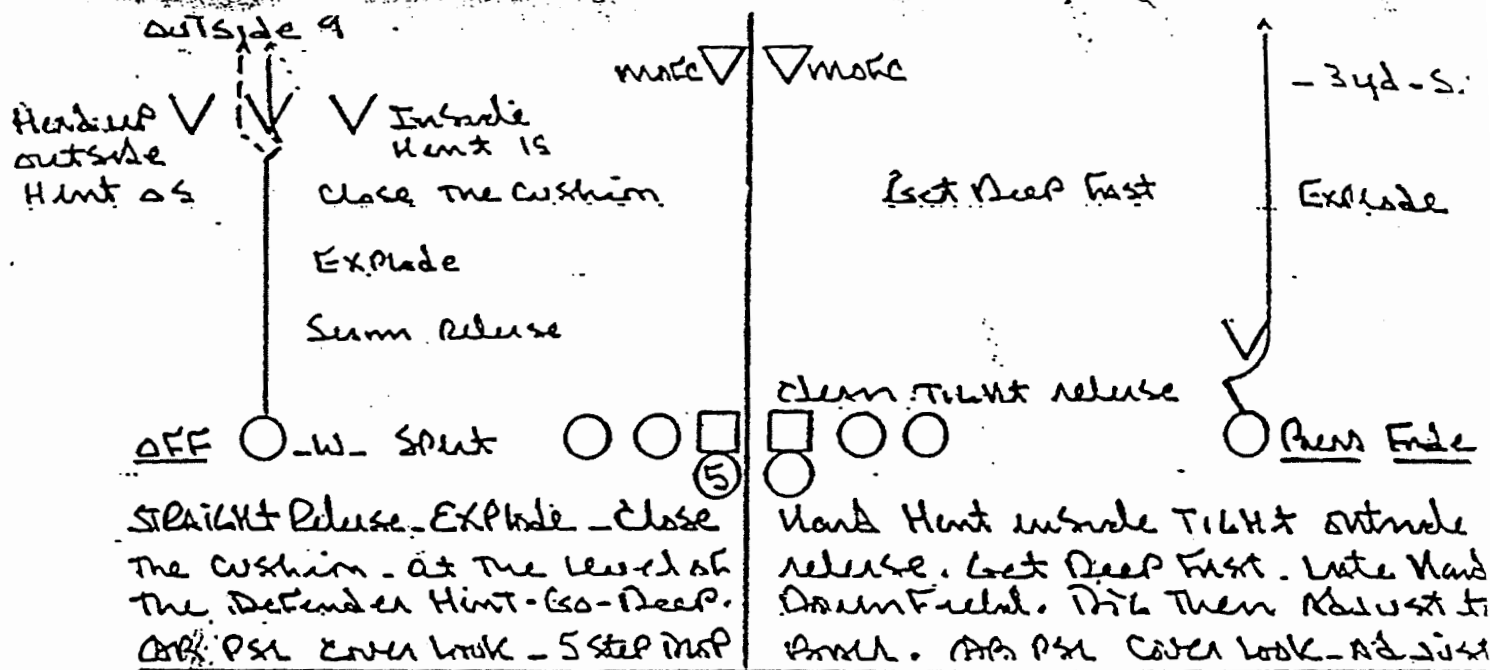


Best Release - Bend Near SAFETY to Fire SAFETY For moFc or moFo



When Near SAFETY For SAFETY Split Then Bend Down The Harsh





outside Chems

V V V

make ▽ ▽ make

74d
S.E.T. - Hand Run-a-way

Hand Run-a-way

5 yd Area
SHP - Hint

off ○ - w - Split ○ ○ □

Hint inside - Show Fade

○ Press

straight Release. Watch - Verses
Zone Soft Break - man Hand
Break. Run-away. This is
an outset Route. Be Decisive

Hint - Fade release - SHP/Hint -
at 5 yd Area Run-away
must NOT Be walked out

make

5 yd Area

Hint
SHP

Hand R-a-w
OR Unset
man under

Press ○
2 Deep

○ ○ □ □ ○ ○

Treat Like Press - Feel
the corner Run.

Soft Break

5 yd Area
Pressure

Zone as

○ Roll
2 Deep

Drive through inside shoulder
of Fumel - Pressure the cleo
Soft Break inside Verses Zone

run
S.E.T. Loose Watch/Soft
S.E.T. Tight R.A.W

IO ○

○ ○ □ □ ○ ○

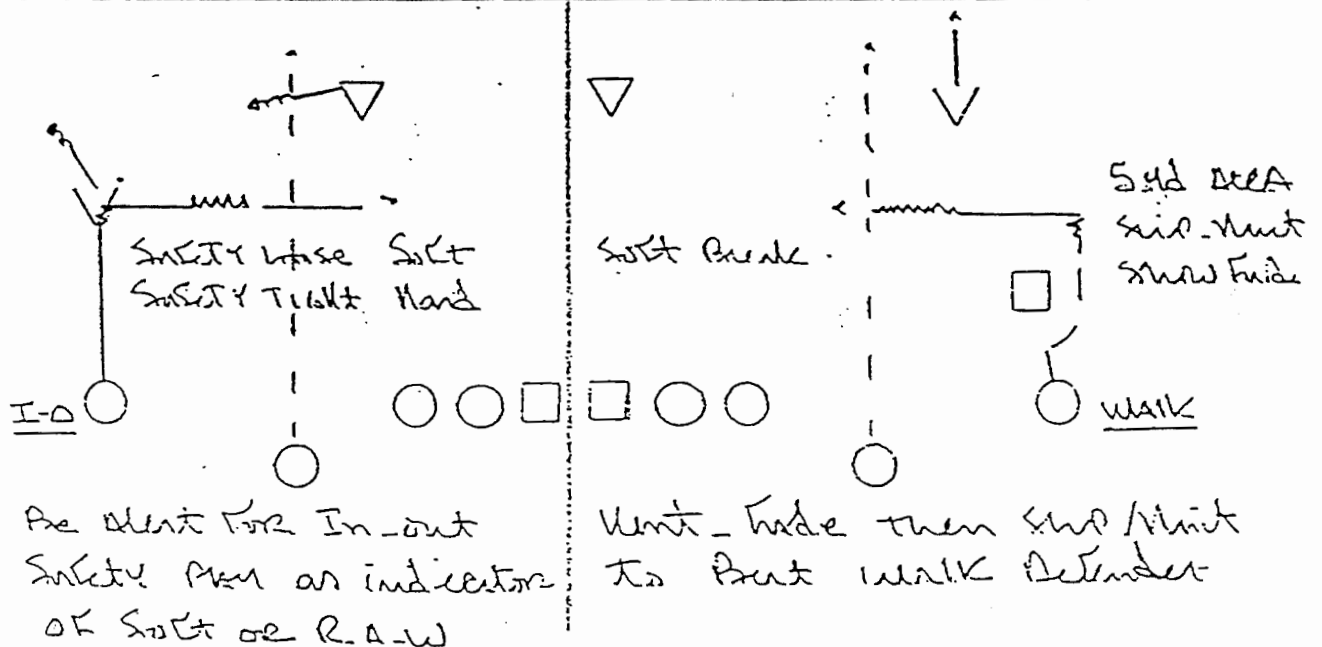
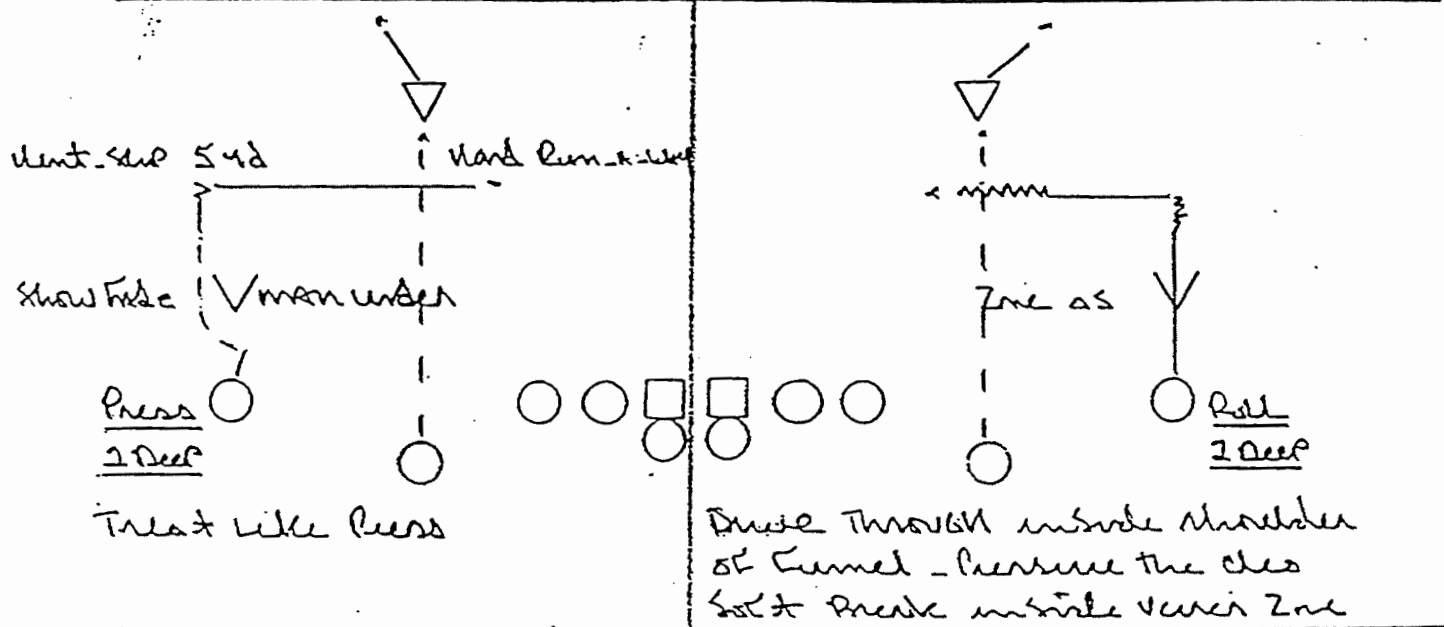
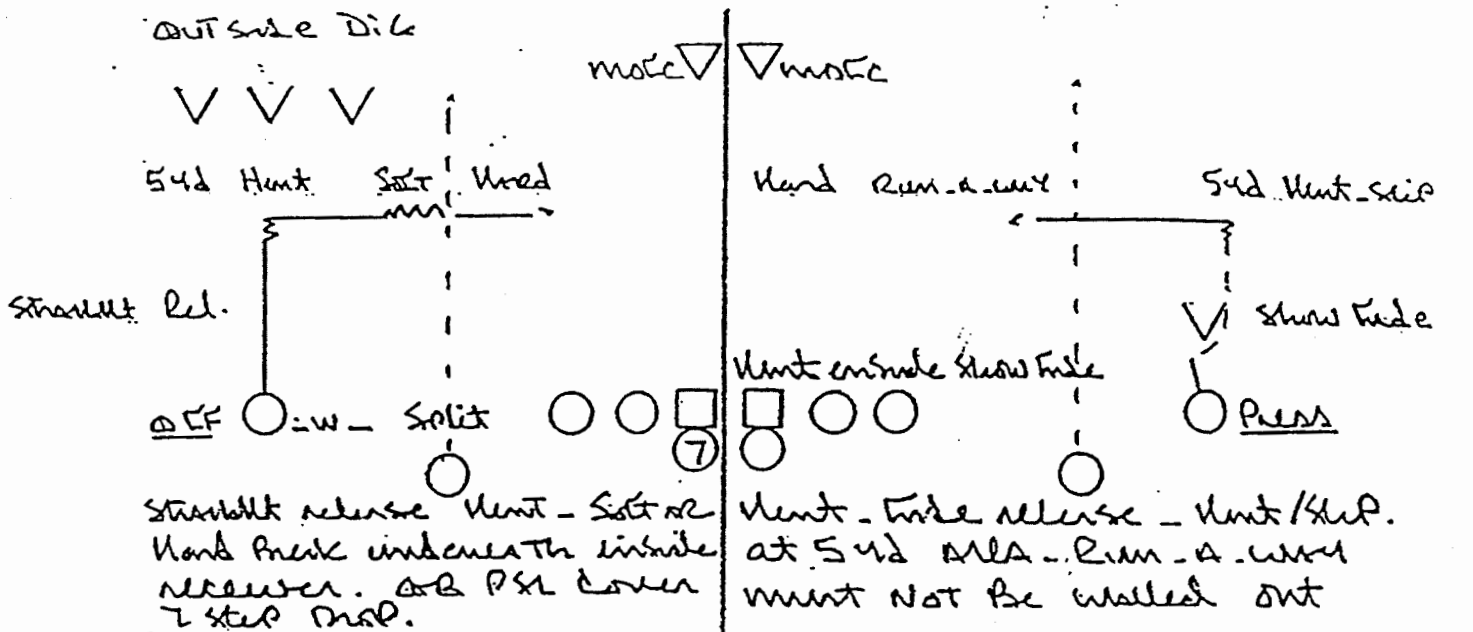
Be alert to Depth of
IN-out S.E.T. - man
Watch - Soft or R.A.W
Past Tight S.E.T.

Soft Break

5 yd Area
SHP - Hint
Show Fade

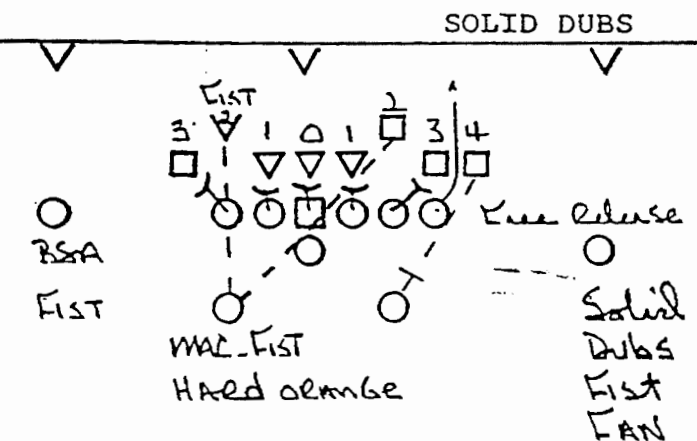
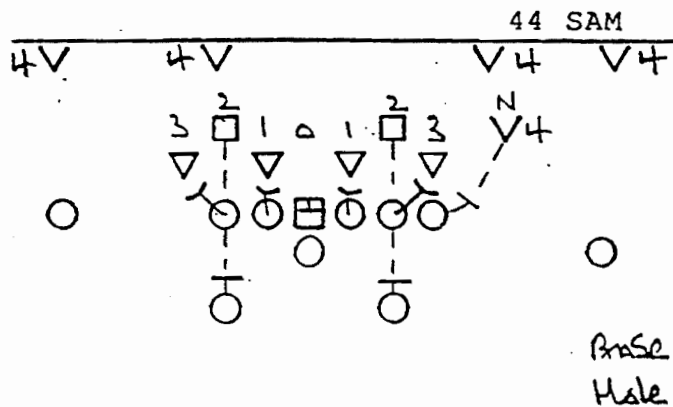
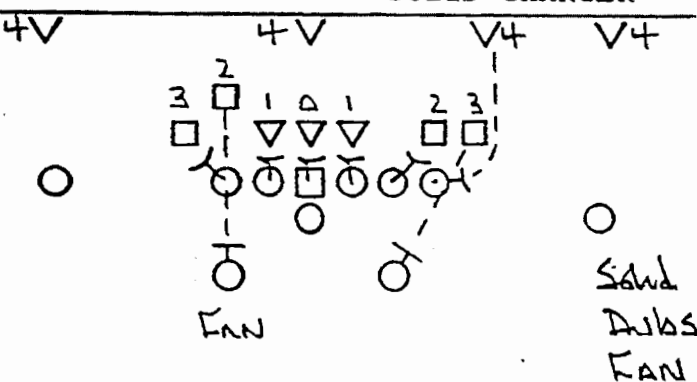
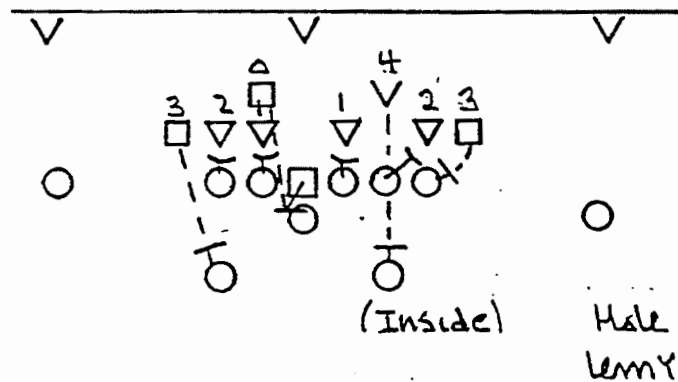
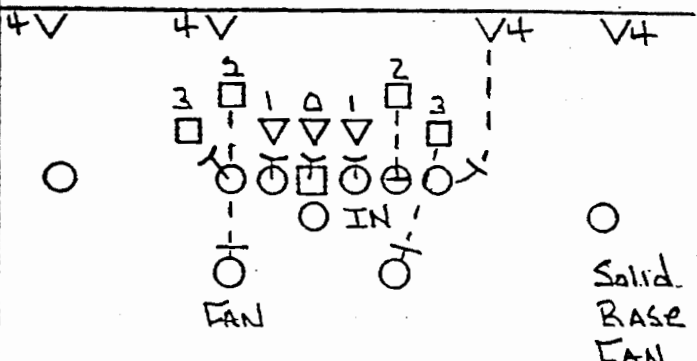
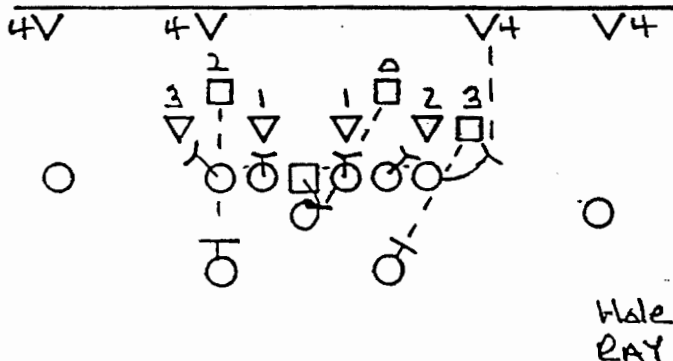
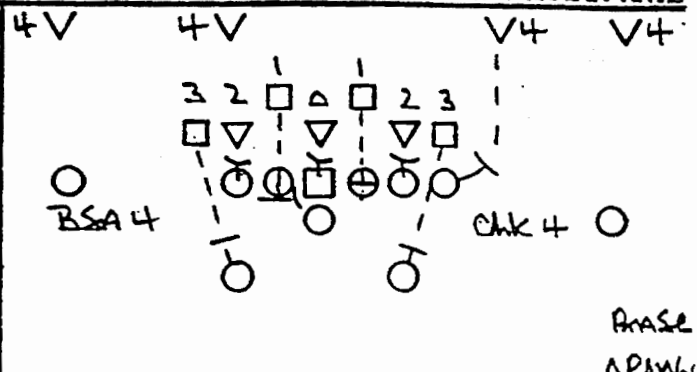
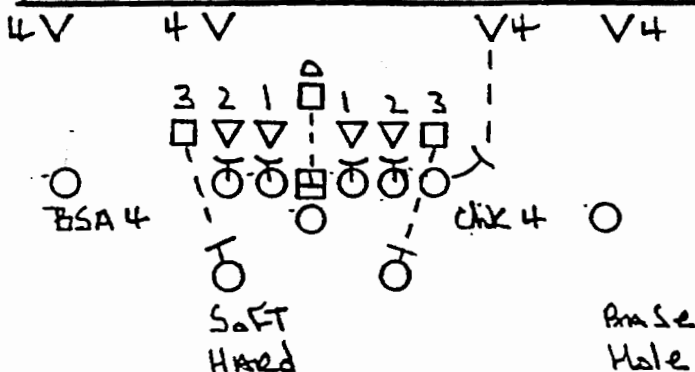
○ walk

Hint - Fade Then SHP/Hint
to Beat The Walk Defender



PROTECTION: BASE

The on Side is The Foreman Call Et
 QB Chk. 1 Side For BSA. 4th Rusher WK. Normal X Break is Start / Fan
 Slot Break is Out / Fade. Backs Chk OLB. SAFETY PRIORITY (ALK Butz in
 Your Lhe). YTE Chk 4th Rusher. NKL 4 WK QB SIGNAL 4. VS 4 WK Shc
 Butz WK Start BSA. NO Butz Ad Just Run Route. Solid Dubs Fir
 QB SIGNAL FIST. WK. BACK Alert Hard CALL vs Blow. Solid Dubs FIST



AB Drop Back Protection Notes

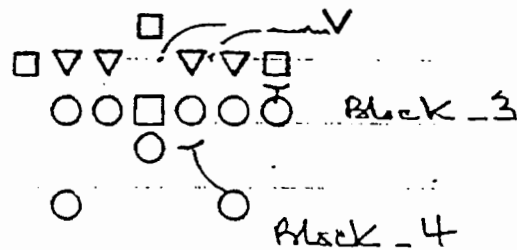
Protection

Amse

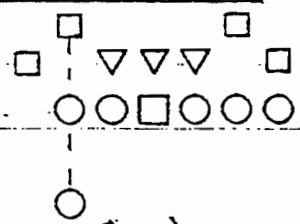
R/LZ vs 34 Anible

Alerts

Inside Call: VS Show or Late Blow/Divide Alert -- i
4th rusher inside the YTE -- The Strong Back Call
Inside so YTE will Block The 3rd Rusher.

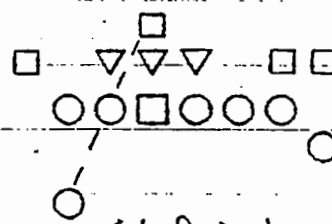


Solid Dubs First



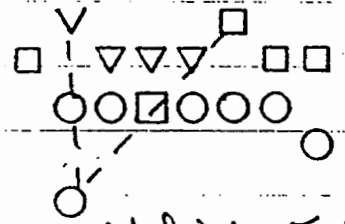
Solid

CTR - Geds Covered



Solid Dubs

2 Def. over Y



Solid Dubs First

Def in The Well

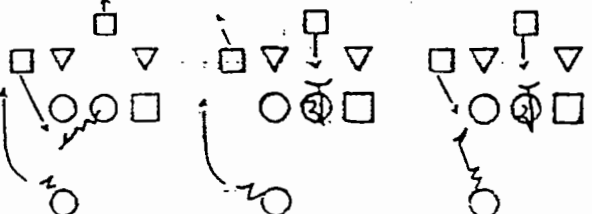
R BK Alert: FAN - HARD - HAND ORANGE - CHK MC-First vs SDF

R/LZ: Weakside Call -- R/LZ LT. Used vs 34 Anible on

Purpose: use The Ged to Blk Back when Mike Profs. Passer

Weakside Call if Anticipate 34. Used with Amse on on shut. H/L

Robert Lacey - Fresh Lightening.



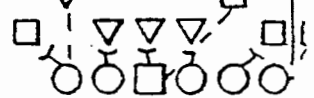
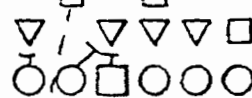
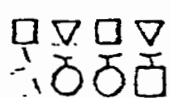
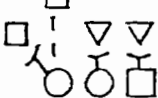
Call LT. Fan

mc. Amse

4. Dwn Amse

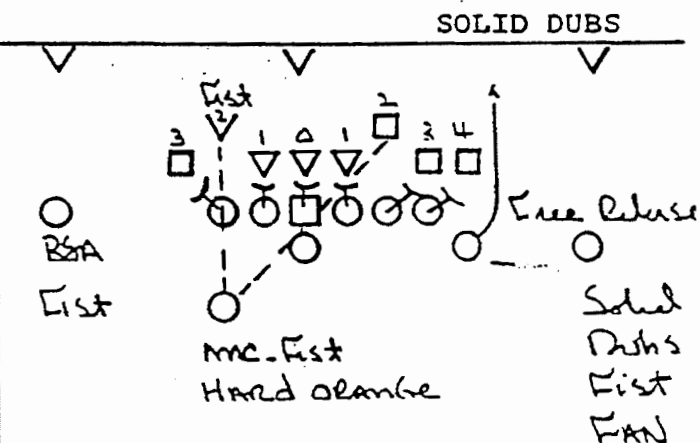
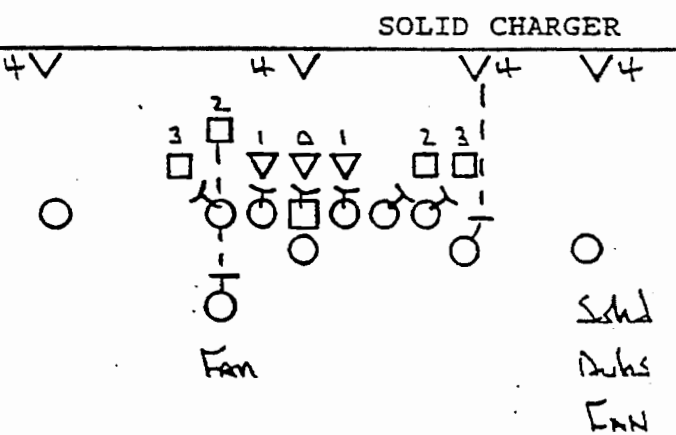
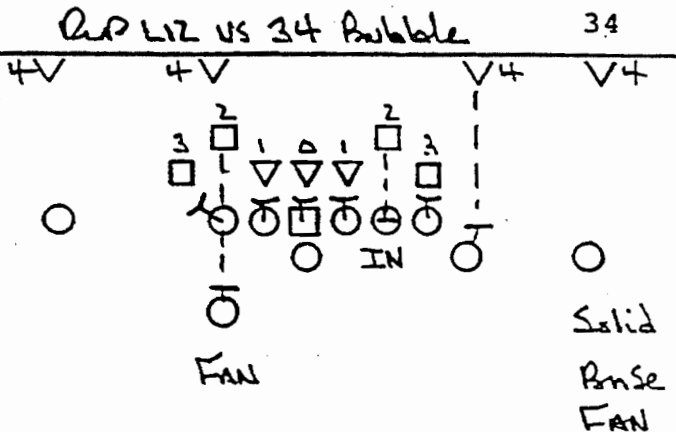
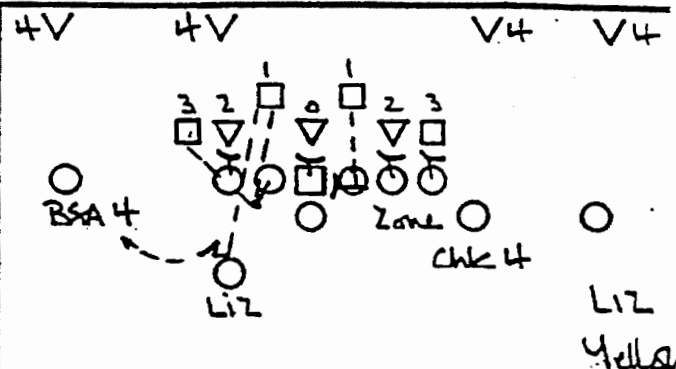
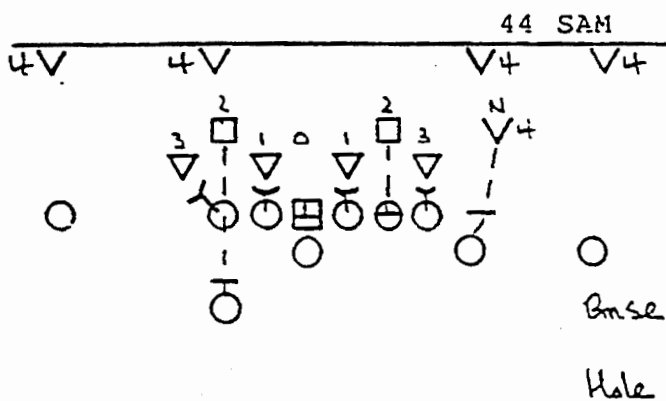
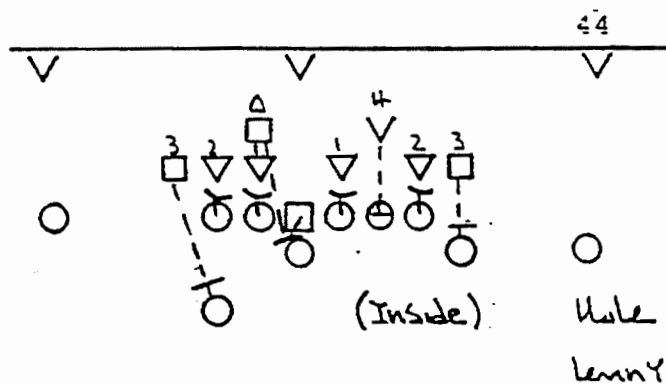
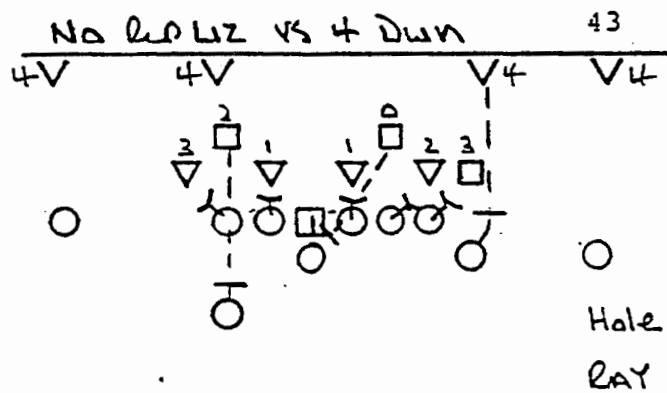
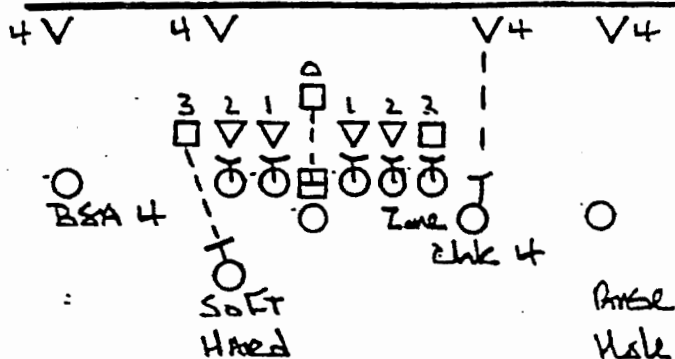
Back Release vs 1 Lbr Dots -- when
mk Dots 2 focus on Back.

R/LZ Called off at L/S vs Leds Below



PROTECTION: OH

The onside is The Formation Call 2+1
 QB Chk 1 Side For BSA - 4th Rusher Wk. R Back Black Anse. A
 Tells Y.TE Chk 3rd Rusher - AREA with Tackle / Tells H Back Chk 4
 Rusher - Alert Inside Call vs Show Allow/Inside Blitz. W R B8
 And QB Signals Same As Anse. Alert: Rep Liz vs 34 Bubble.



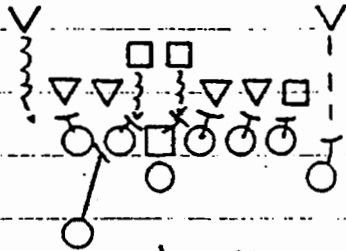
AB Drop Back Protection Notes

Protection

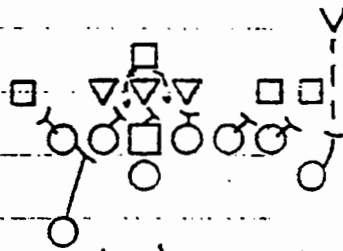
ΔH

Rep L12 vs 34 Bubble

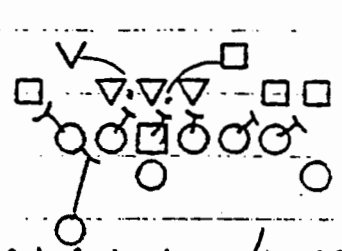
Muts



HARD vs BLOW



Hard orange vs Solid Dots / SDF BLS



Note: Do not like this Protection vs Solid Dots / First

Protection

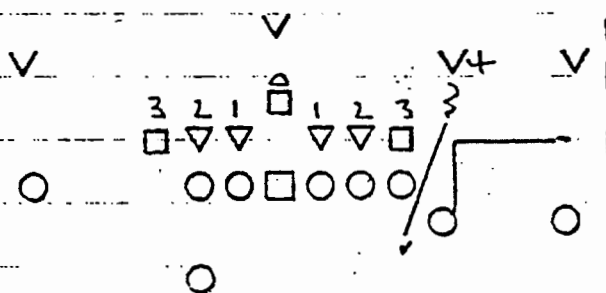
ΔH Shot

Rep L12 vs 34 Bubble

Explanation: Tells H Back is Hot off 4th rather than

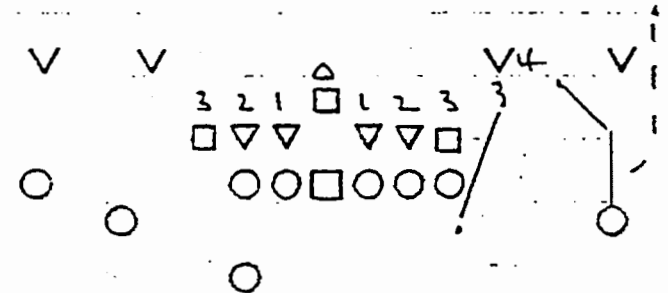
Tells The AB To chk 2 Sides For BSA. R Back

and Y TE block ON — H Back Free Release HOT



H Back inside

Break out

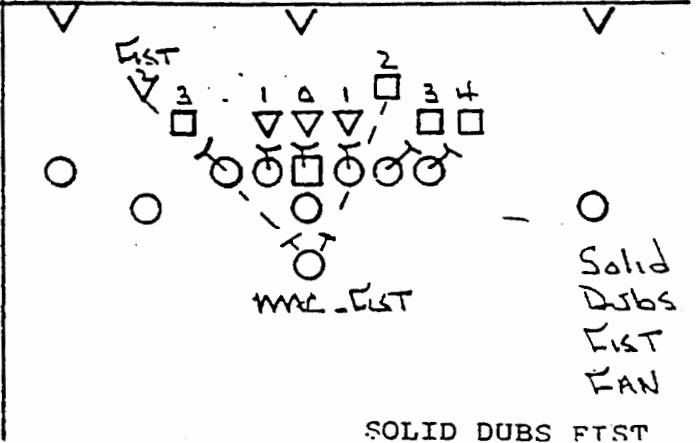
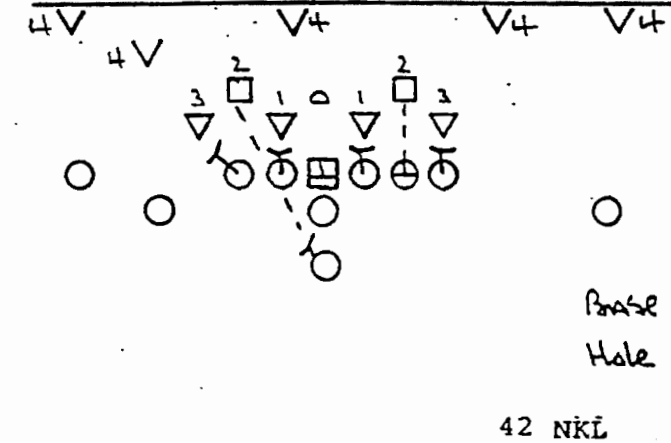
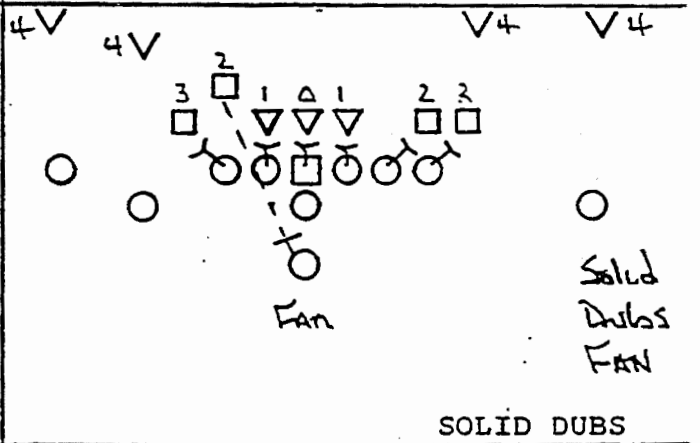
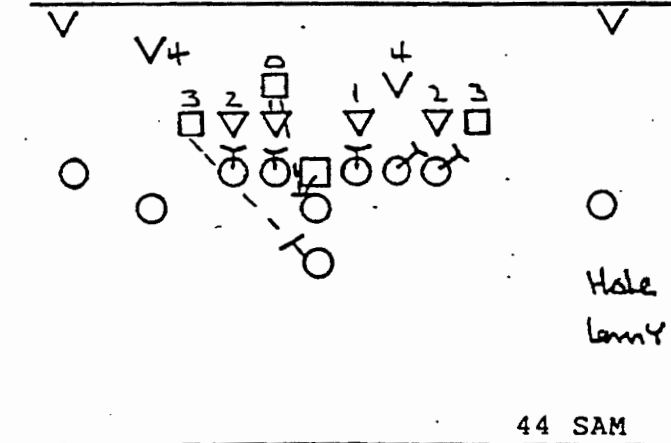
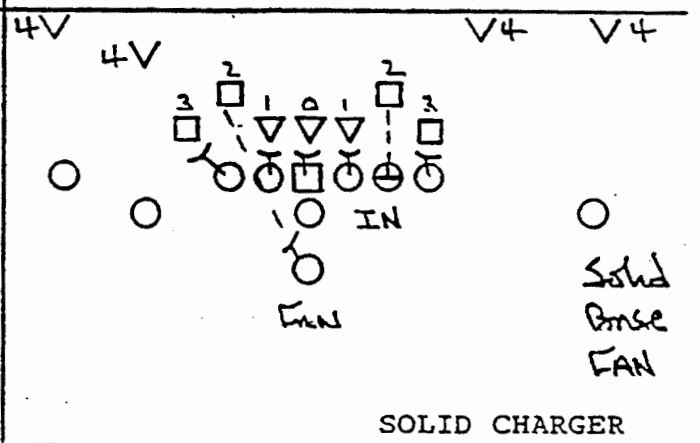
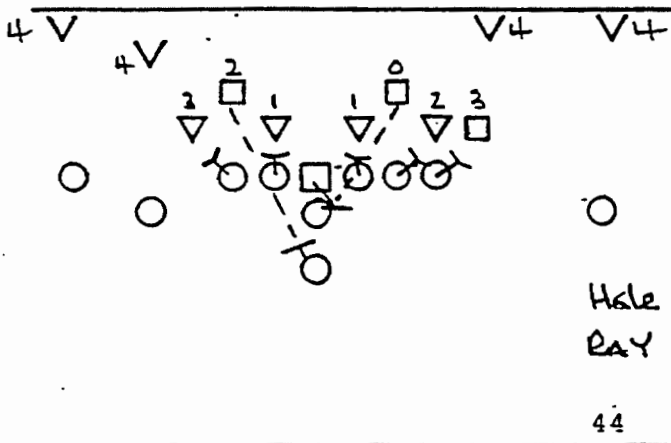
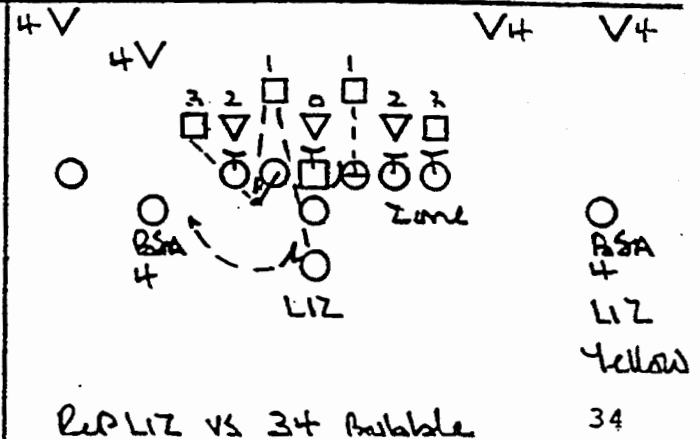
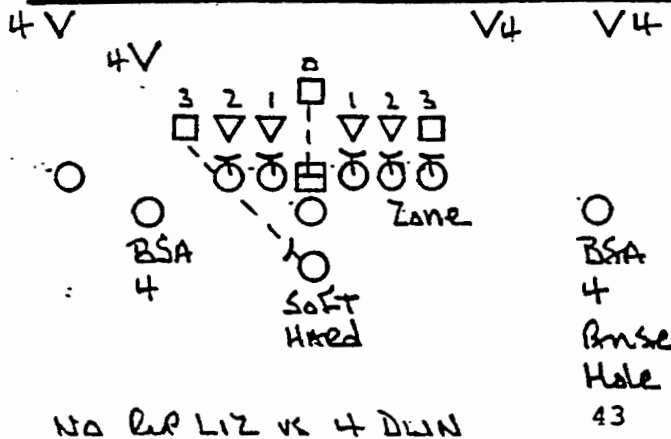


H Back outside

Start/Fade

PROTECTION: LA Hi

The outside is the Protection Call LA - R:
 Vi - R RT. OAS Chk 2 Sides For BSA - 4TH Rusher WK and St. R BN
 BLOCK Pmise. YTE Chk 3rd Rusher - MEA with Tackle. WSR and Sca
 BSA Same as Pmise - Next SSR BSA off 4TH Rusher St Slant/F
 OAS Signals Same as Pmise. Next: REP LIZ vs 3+ Bubble.



GB Drop Back Protection Notes

Protection

Lo Hi

Re LIZ 34 Bubble

Alerts:

R Back chk all R opposite The YTE.

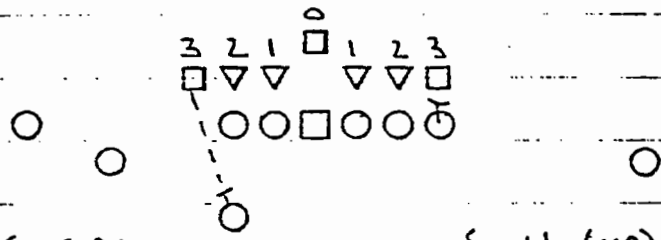
YTE chk 3rd Rusher opposite R Back.

R Back Alert Re LIZ vs 34 Bubble.

4V V4

4V

V4



Slot BSA

Single (SSR) BSA

Lo R chk - LT / Hi R chk - RT

Protection

Lo Hi Htch

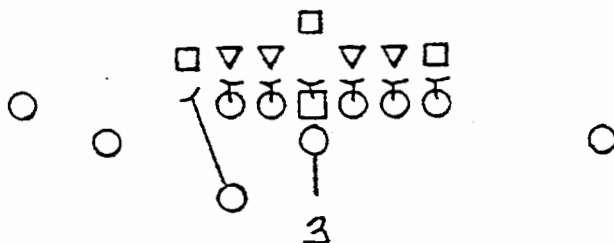
Addressive Set - No Re LIZ

Alert:

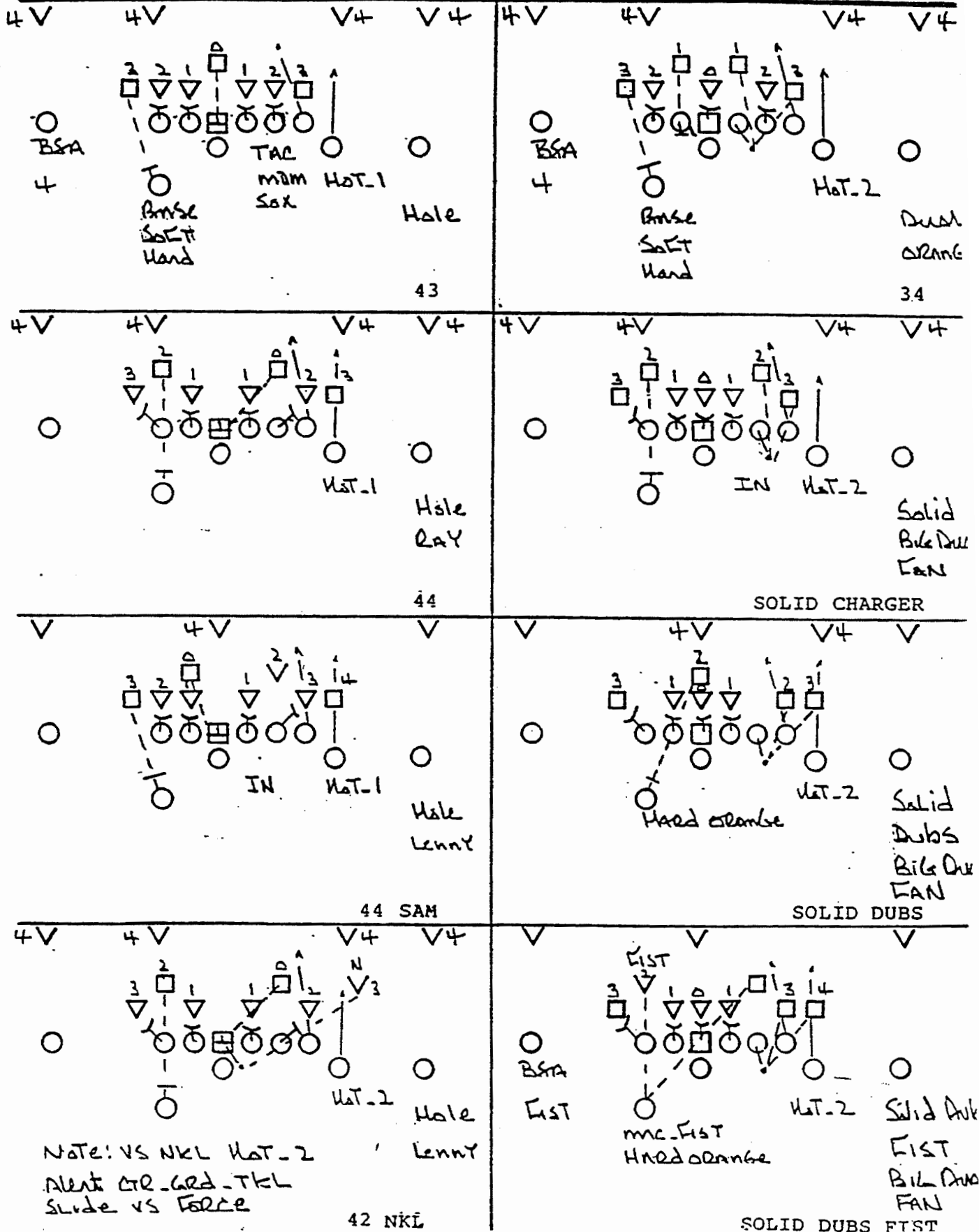
Used vs 43 when MAC is a Problem on MAC I AB
vs Charles 10/11 Htch. Addressive Pass Pro-AB 3 step.
BSA For AB and Receiver is Htch Route.

V V

V V



PROTECTION: SCAT The inside is the Protection Cell --
 Sect RT/LT. The CRB Chks 2 Sides -- BSA WKL and Hot ST. Y-H
 Free Release Straps Side -- Hot ST Lbr-Safety. R Back for
 Back. The CRB Threat 43/44 The Same -- Chk MAC/NKL
 be next to Chk MAC - N/AB - Y-H Hot-2.



QB Drop Back Protection Notes

Protection

Scat

Strong Side Y-H Free Release Hot

Alerts

The onside is the Protection Call -- Scat Rt / Scat Lt

QB Check 2 Sides -- Weak Side BSA / Strong Side Hot

Normal X Break -- Start / Fade

Slot Break -- Out / Fade

Y-H Hot

R(F) Back Base Blockers Rules.

H(F) Back Free Release Hot -- First Alert wr at H Assume Hot

Y Free Release Hot -- Pop

Nickel 4 week -- QB Signal 4

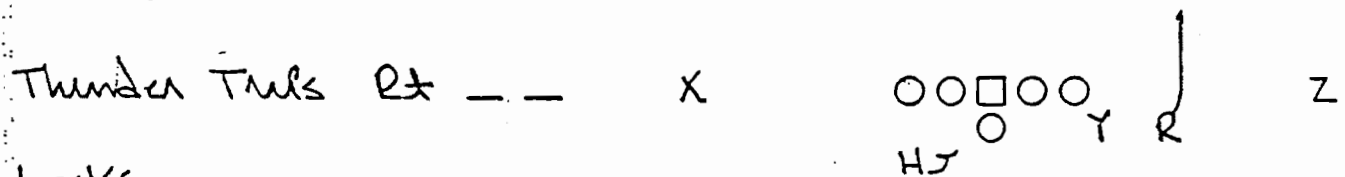
Nickel 4 week Show Receiver Start Break -- No Blitz As Jv. +

Sold - Dubs First -- QB Signal - First

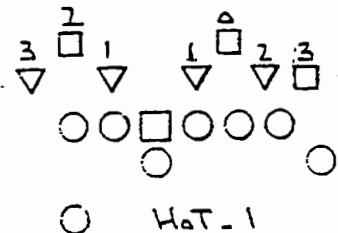
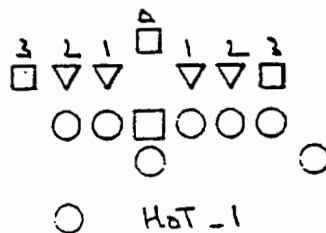
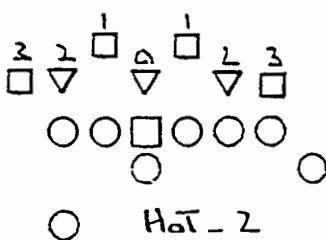
Alert: Storm -- Exchange of alignment/assignment between R-Y



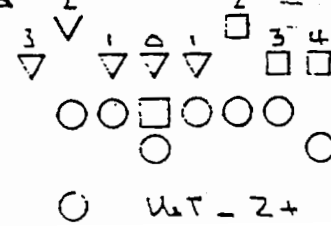
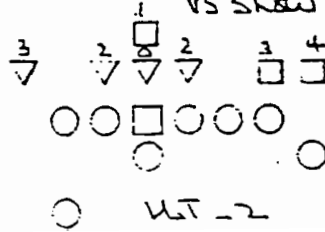
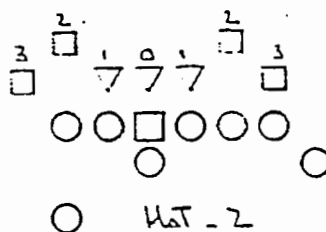
Alert: Thunder -- Exchange of alignment/assignment between R-H



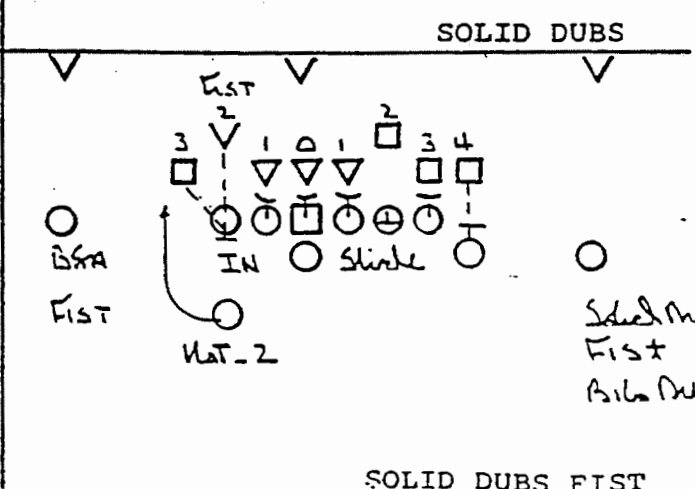
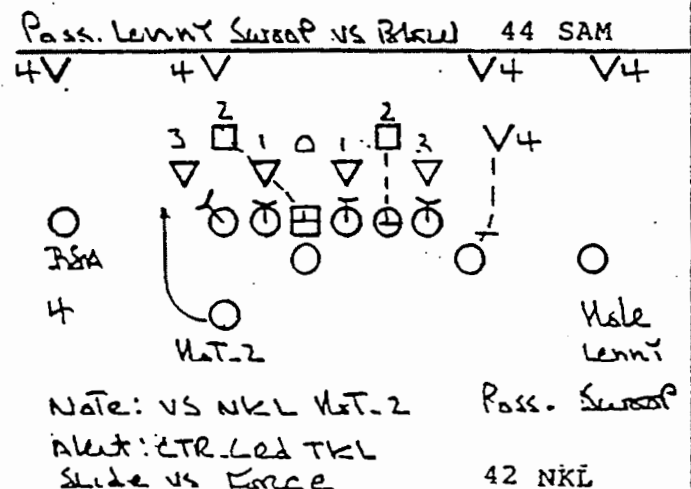
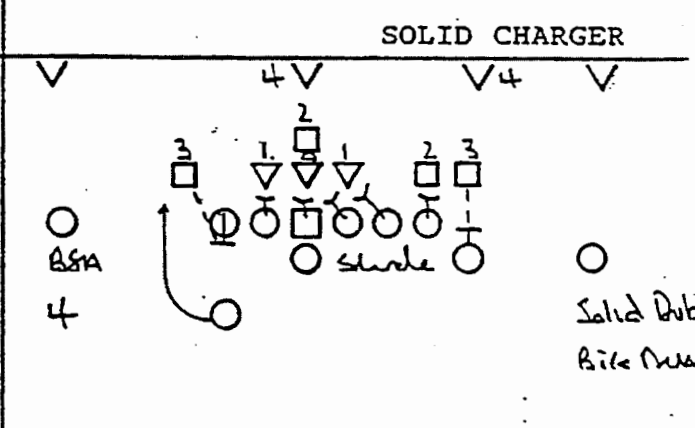
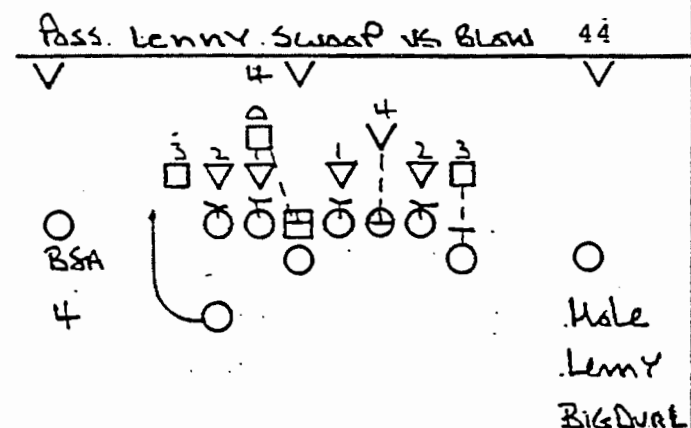
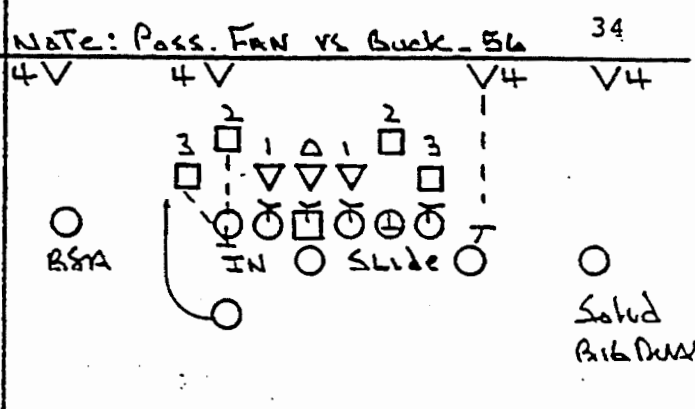
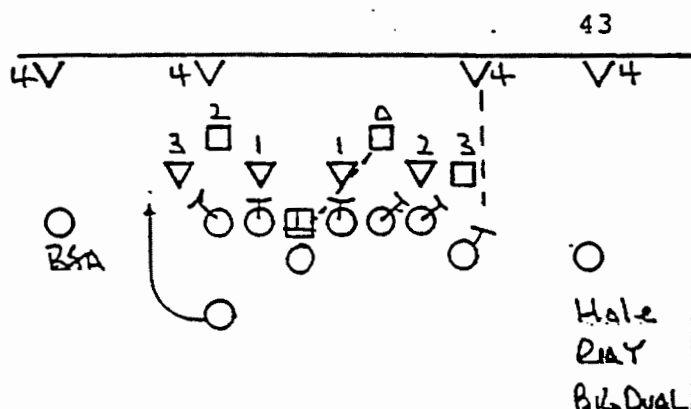
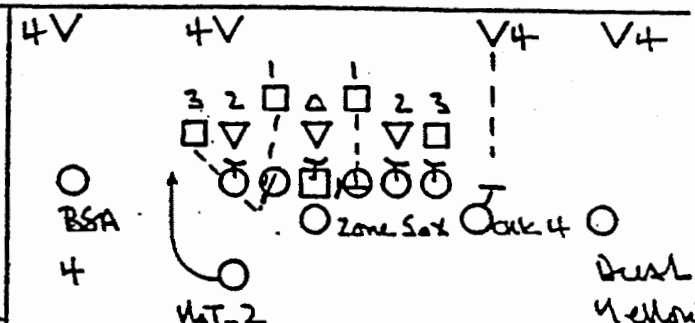
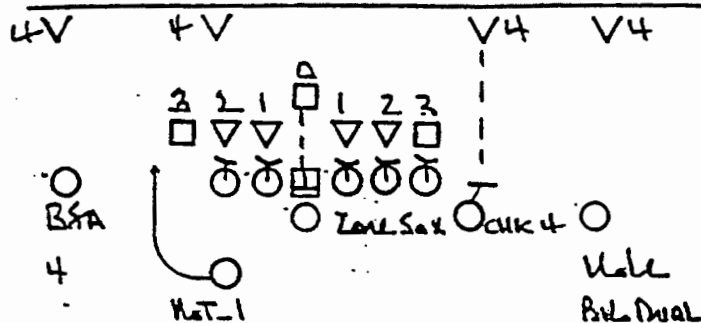
Loops



NOTE: CENTER TREAT 43, 44, NKL 42. Same -- CHK me vs Show Blow. Hared



PROTECTION: SOLAM the outside is the Protection Cell
 SOLAM 02/12. The 023 chks 1 Side -- BSA/KAT Wk. R Buck is FA
 Release KAT vs Dubs / BSA vs Blt 2. Y-H MAXIMUM Protection str
 Alert: Swoop vs 4th Rusher inside Y -- Slide vs Solid mac inside Tac
 The CTR TREAT 43-44 The same chk mac / NKL 42 Chk Buck - SACTY / AB-R1



CB Drop Back Protection Notes

Protection

Scram

Weak Side R Free Release Hot.

Alerts

The inside is The Protection Call -- Scram LT / Scram RT

CB check 1 side -- weak side BSA / Hot alert: Short Side

Normal X Break -- Slant / Fade

Spot Break -- Out / Fade

R Break Hot vs Dog / Blitz

H Break check 4th Rusher -- Possible Swoop.

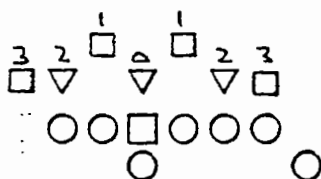
Y check 3rd Rusher -- Possible Swoop.

Nickel 4 weak -- CB SIGNAL 4

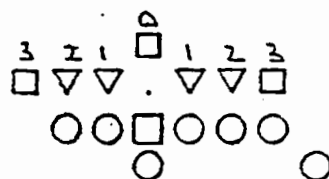
Nickel 4 weak show Receiver Start Break -- No Blitz Adjust
Solid Dots First -- CB SIGNAL -- First

Note: Center Uncovered Chk Mac Location -- Pass Hole Lenny / Ray
Must Lenny / Ray wk -- Swoop vs Show Blow.

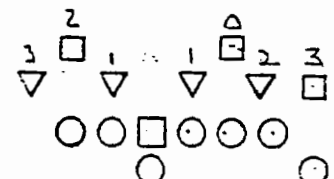
Looks



○ Hot-2

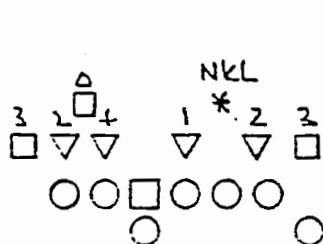


○ Hot-1



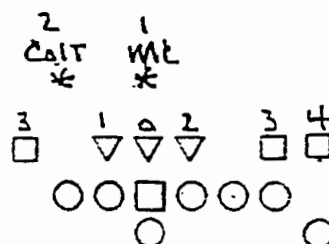
○ Hot-1

Note: Center Treat 43-44 Same -- Chk Mac
vs Show Blow -- Lenny Swoop

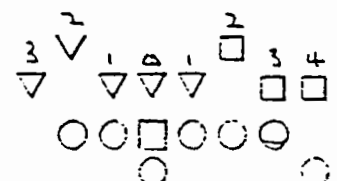


○ vs 43: WLB wk
Hot-1 / vs NKL
Mc ST Lenny
Hot-2

vs Show Blow Lenny Swoop



○ vs WLB Side
Hot Blitz / vs
CALT Hot-1

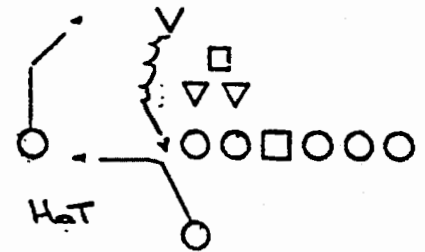
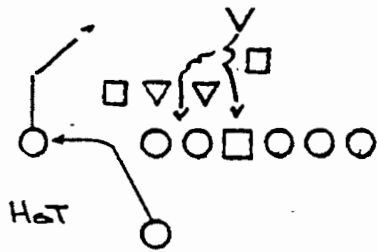


○ Hot-1

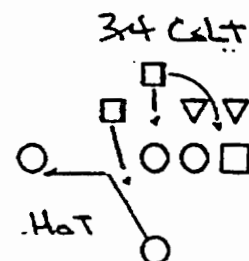
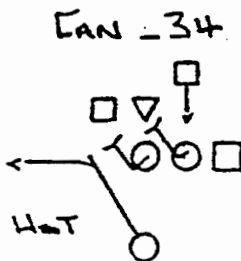
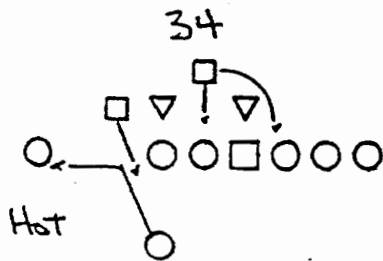
vs Show Blow IN side

Scream Passes - Hot Rules

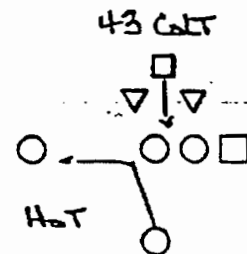
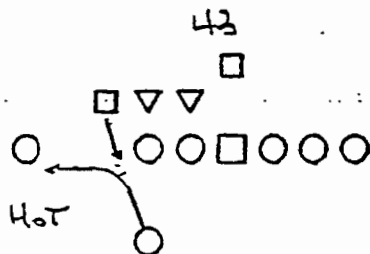
① Work Safety Blitz - Alert if WS in the 54d Area



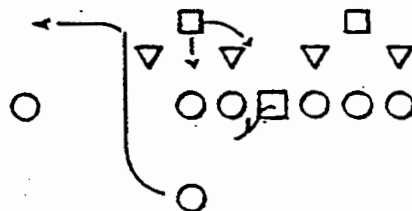
② 34 Defense - Brothe Lines must Not. EXCEPT FAN



③ 4 Down Defenses - I Buck Dogs - Hot



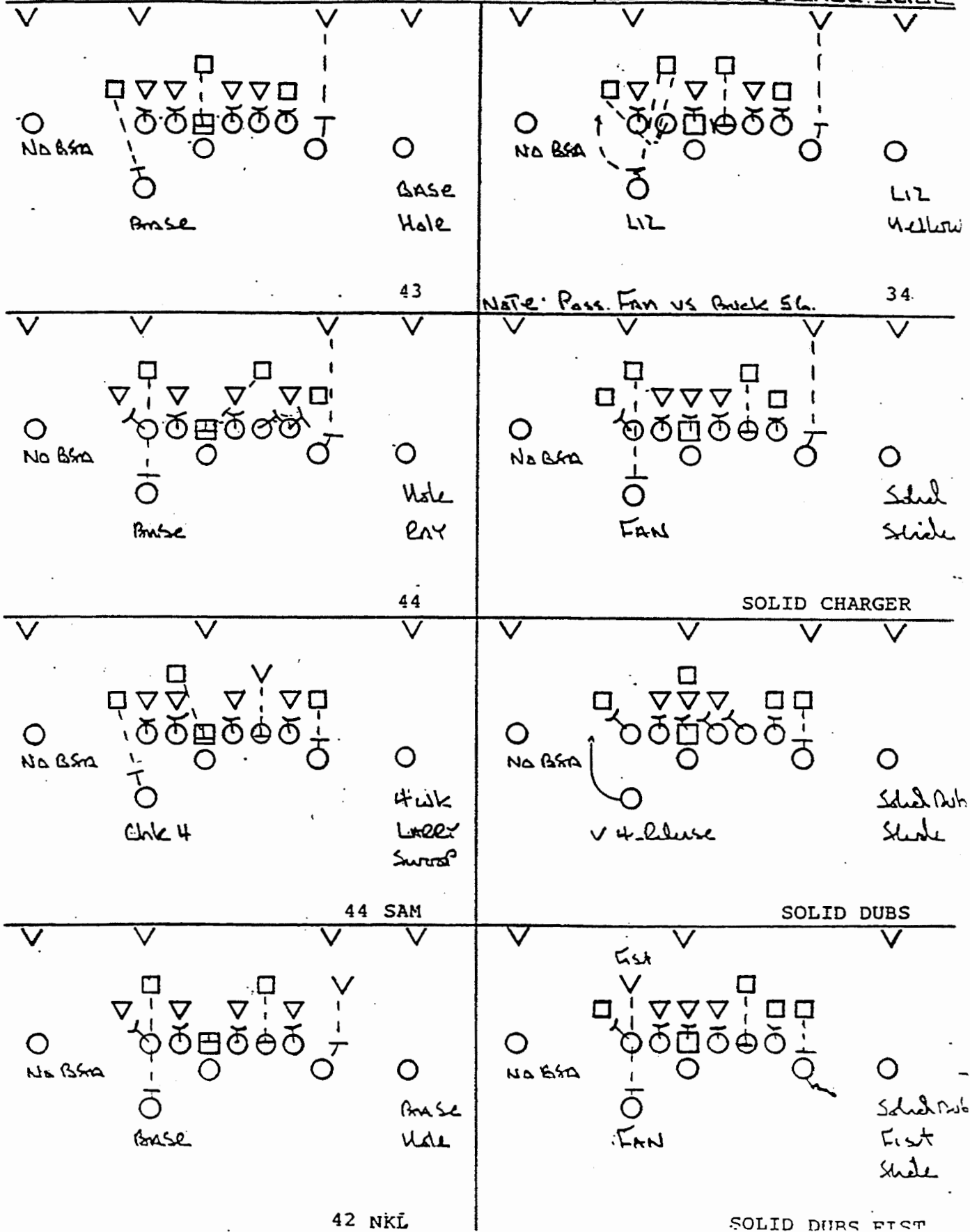
④ 4-2 Nickel - Center uncovered - Lbe Type Dog, No H



Note! Center Hole Limit
✓ Lbe Type in Back Pass

⑤ Basic Rule to APPLY: IF the Center is Covered on or off and Buck Dogs R is Hot - - Exception is The 34 Defense.

PROTECTION: Robert LARRY The on side is the Protection Cell --
 Robert et. / LARRY LT. maximum Protection for the GB - Block 4 East
 WK + ST. NO BSA / NO HOT -- Receivers Run Routes at Noemal Delta
 Four call directs E.BK to Chk 4 Th further outside. WK Lbr / STYNT Lbr.
 H Bie + YTE maximum Protect St. -- Pass Sweep. IF No Blitz Look Robert.
 LARRY Revert to Base - OH unless Solid / Dubs / First -- CALL Slide



:

Protection

Robert L. Ward

Exp 12 34 Bubble

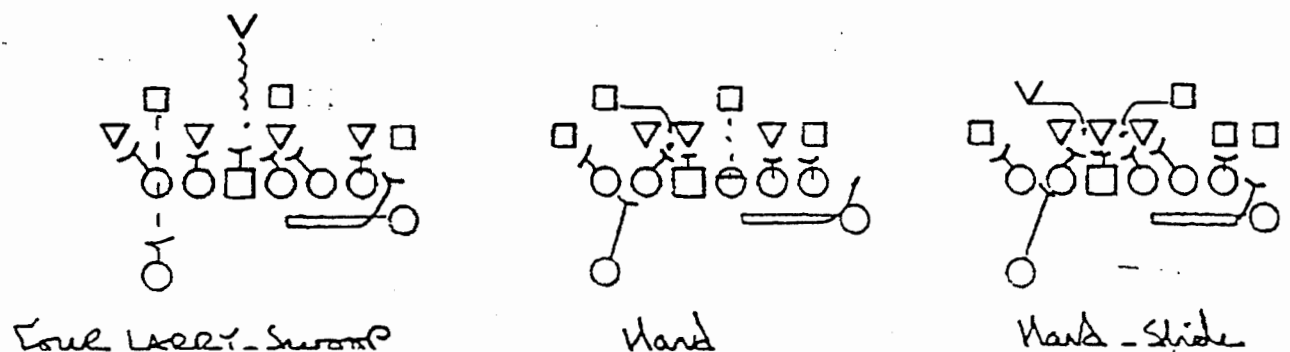
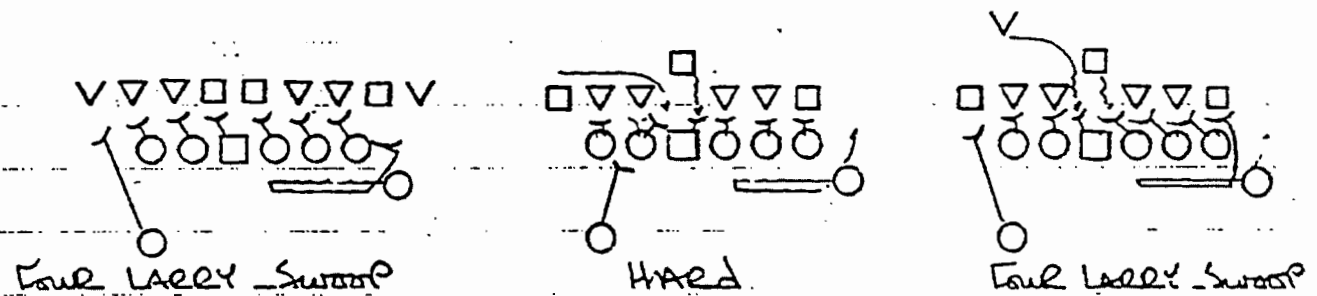
Planta:

The Purpose of Robert Lacey is maximum protection
vs 11 up 4 week + 4 strong possible DoB/Alert. IF
Defense Fakes Drops Receivers release. Robert Lacey
is a Muddle Call - IF Hawk - 4 ST Defense Does not
show block. Praise / no LIZ / Alert: vs Schol / Subs / First
Call Strike - Alert Allow DoB / Alert.

Note: Block the Show Putz -- Kick Ball The Late Putz or
Opp Throw the ball Away -- Opp must Take Deep Drop!!

on The LOS: Winkside Tackle will call "Four"-The center will call Robert (Lacert) to confirm that max Pao is on!

H Back: Robert/LARRY Assigned to Get U OUT -- 735 U Pump



CB Drop Back Protection Notes

Protection

Flash Lightening

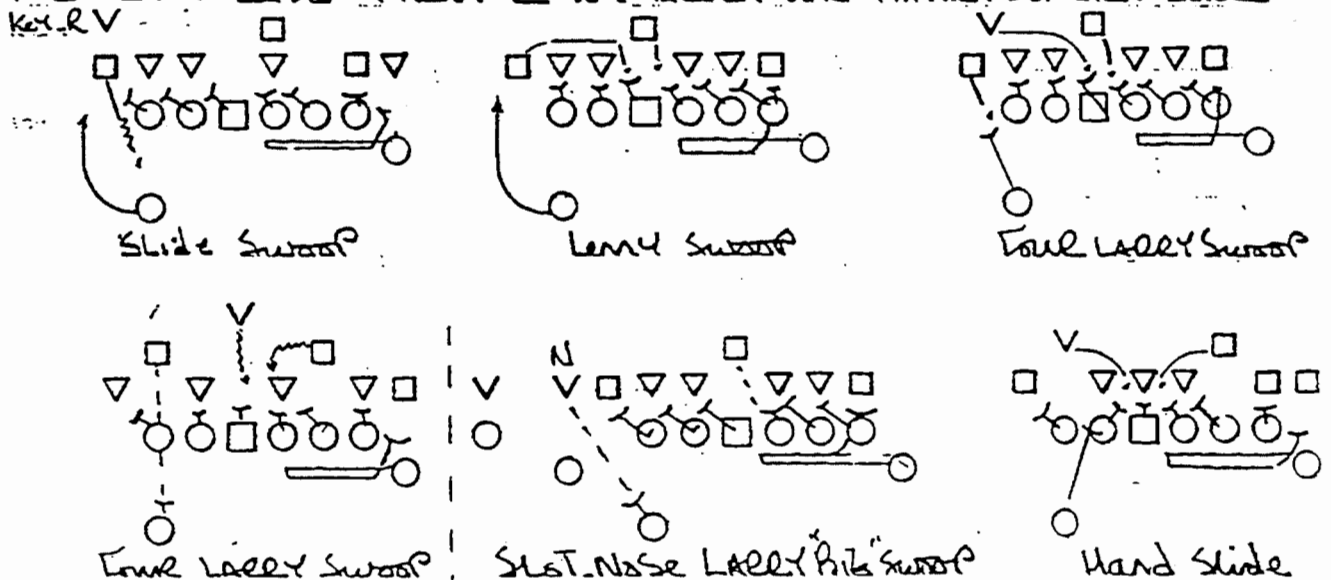
EP LIZ 3+ Possible

Alerts:

The Purpose of Flash Lightening is to Release the
Drop for Work Side Pass Entries vs 3 man or "clean"
Looks To Defeat the British Rush (Key Dab) and Block
Maximum Protection (Robert Lacey) vs A 4 man Look
work. Flash Lightening is a Multiple Call - IF clean or
MAX look Does not show block Borse/EP LIZ or Call
Slide vs Shot/Inbs/First -- Alert Show Dab/Butz.

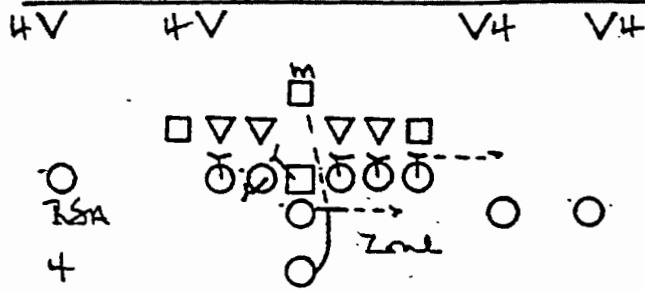
Note: Block the Show Butz -- kick All the late Butz or CB
Throw The ball Away -- CB must Take Deep Drop.

on the Los: Work Side Tackle with Call "Four" vs
MAX look - CTR Call Robert Lacey To Confirm MAX Pro.
Work Side Tackle Call "Three" - CTR Call RNY Lenny or
Ram Lion if uncovered -- Tells R Free Release. IF
No 3/4 Call then R is Alert for Borse/EP LIZ/Slide.

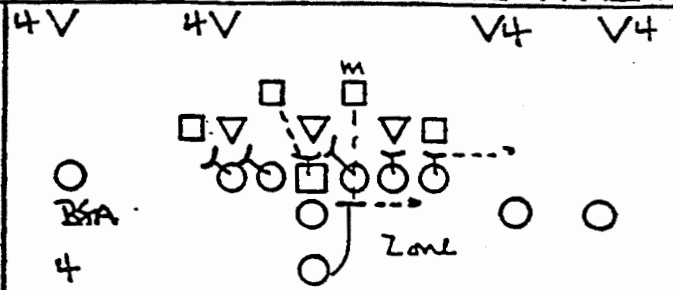


PROTECTION: OPTION

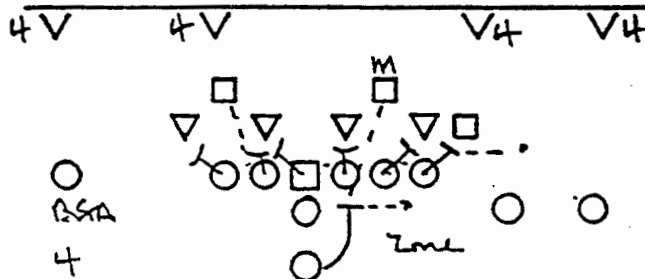
The inside is the Protection call --
 OPTION 24/1LT -- Directs the Line Slide. 24 Chk 1 Side -- BSA WK. Line 4
 WK -- 2 Rik Chk 2nd Line inside to 4th Rusher St. Y TE Chk 3rd Rusher.
 with TKL. VS Solid Dubs Rik Chk Def. Y -- Y Rik Def. outside.
 Play Look 2 Rik Rik Hand Call. 44 Sam Rik Chk Mac-Sam
 VS Dubs -- 56/57 Line Next Press Call Rik Chk Mac.



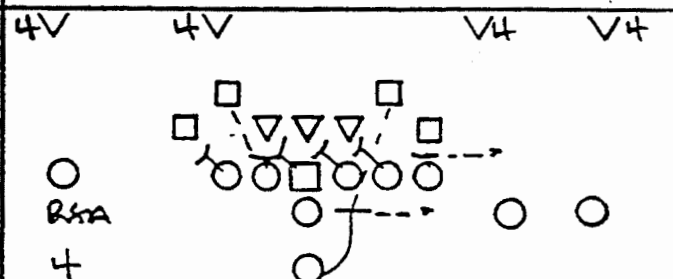
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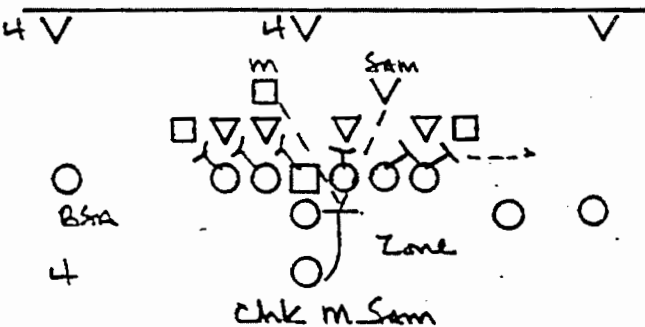
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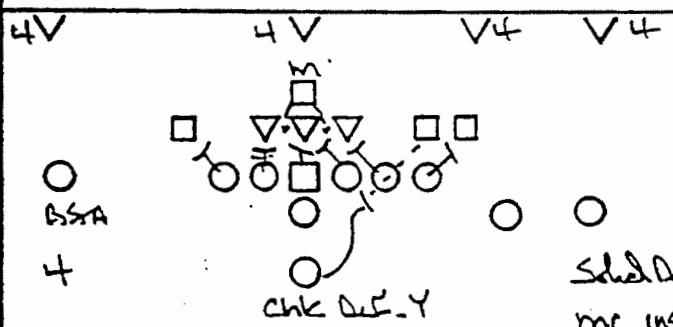
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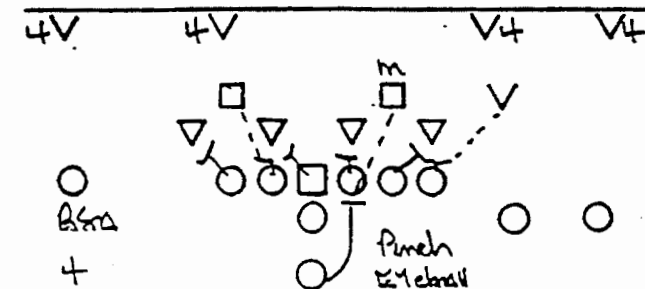
SOLID CHARGER



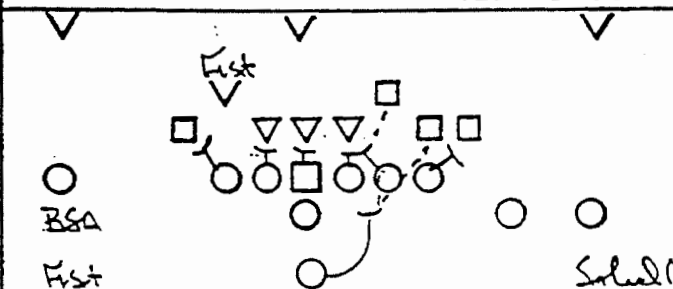
44 SAM



SOLID DUBS



42 NKL



SOLID DUBS FIST

QB PASS Protection Notes

Protection

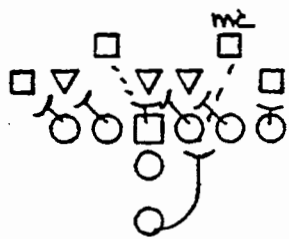
OPTION

Alert:

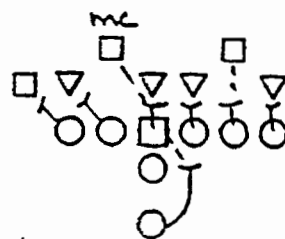
QB-SIGNAL Low / Fast

QB BSA 4th Rusher weak

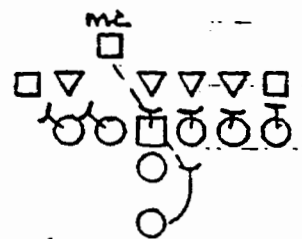
Normal - Slot Break OK's vs BSA wk
Lane / R Back be alert to over Defenses



34 Bow-Slide

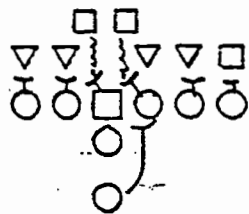


57-Prose

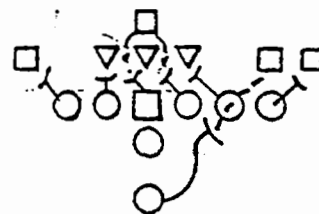


56-Prose

Line / R Back be alert to Blow Look



Even Blow - HARD



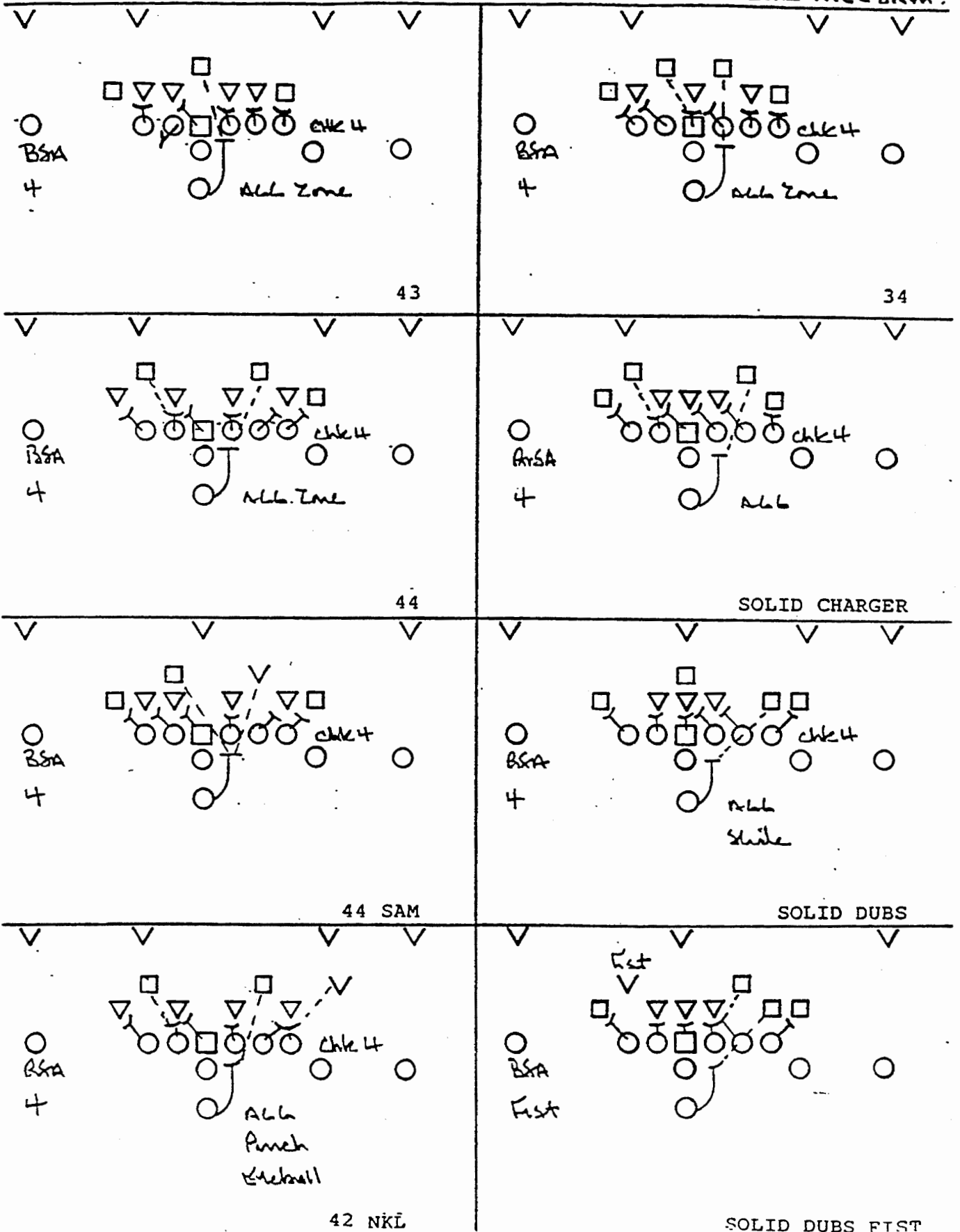
Solid OLBs Blow-Slide

NOTE:

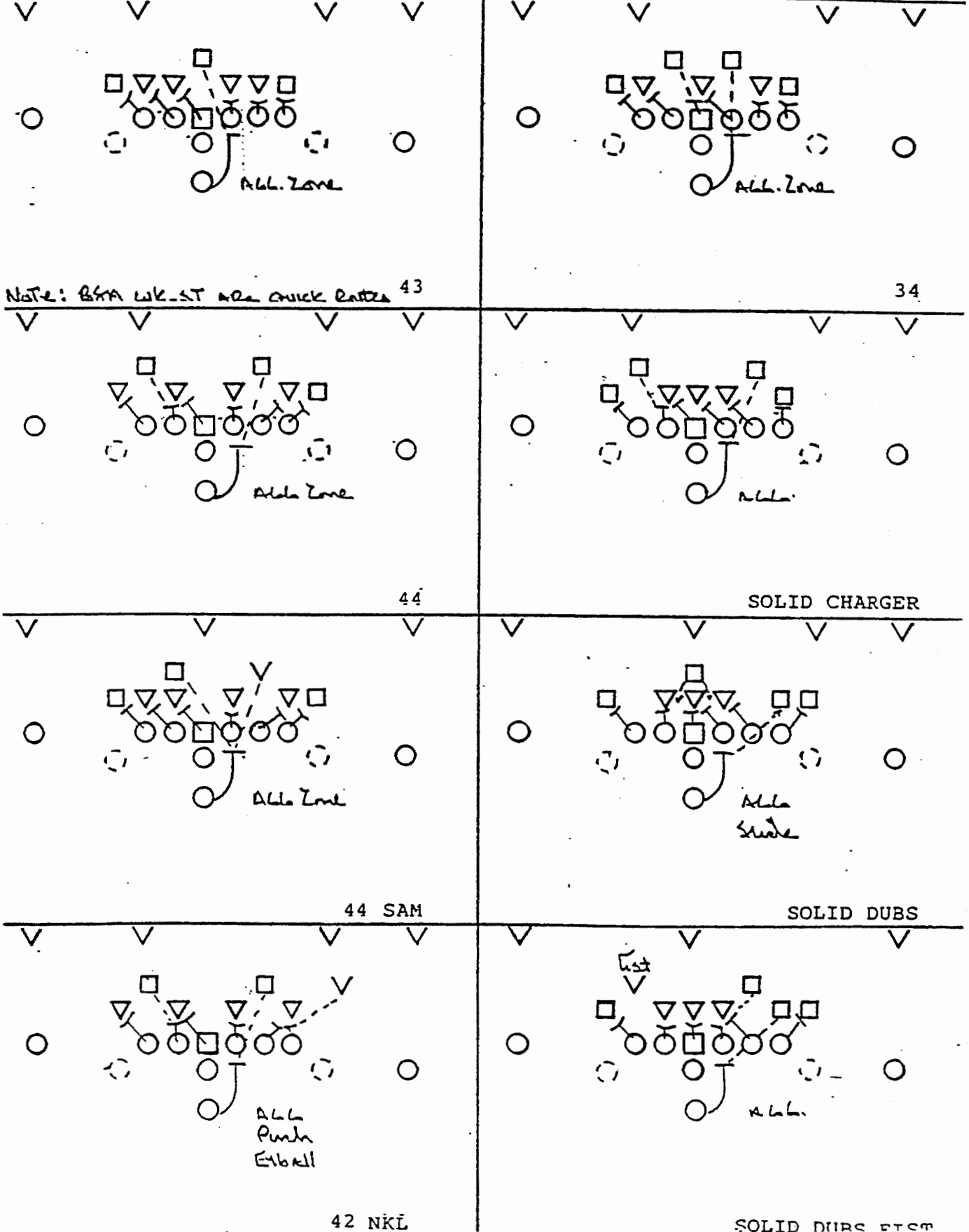
R BK Chk Blocking responsibility - No Rush then
Check Down i.e. Look over Back 5 Yds Deep.

Be alert to Block A "Run-a-way" Act. Liveness.

PROTECTION: Charlie 4A-5A The on-site is the site of the action. All addresses should be set from YTC. All set up is 7 steps. This is a minimum of 5000 Pps. All: Chk 1 Side Core BSA - 4th Roster with 1st Normal / 1st Break off. Alerts: Hand Call - Power / Base Call - 5x Solid Dubs - mc Location for R Bk - Tkl / 4th Sam R Chk mc - Sam.

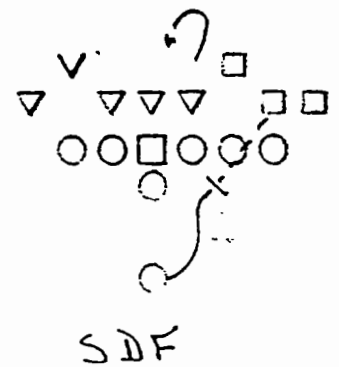
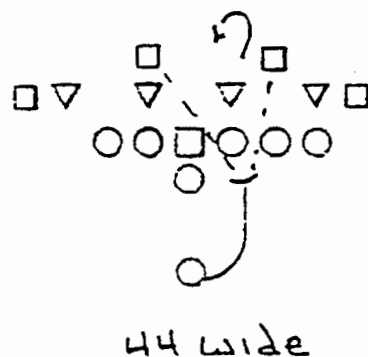
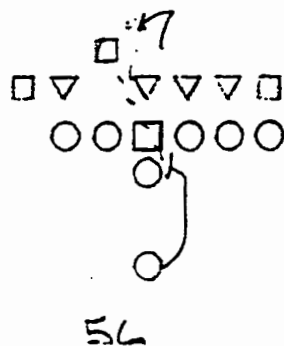
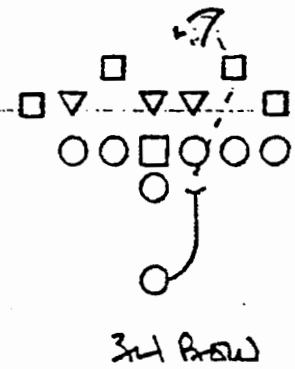
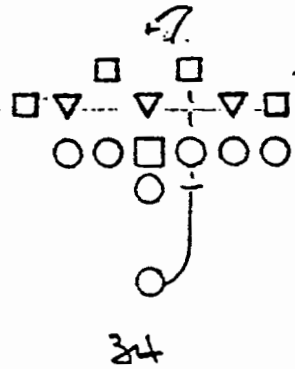
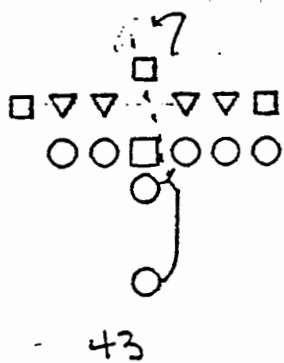


PROTECTION: Charlie Wall / 20-30 The on Side is The Side of the net
 curved -- Addressive Side Aired from Y TE. QB Set up in
 3 steps. Control The Los -- Do not leave Ground - This is
 Addressive Option Pres. Mento: Hand call - Allow / Amse Gbl. 56 5
 Solid Dubs - MC Location The RBK - Tkl / 44 Sam. R Chk Mc Sam



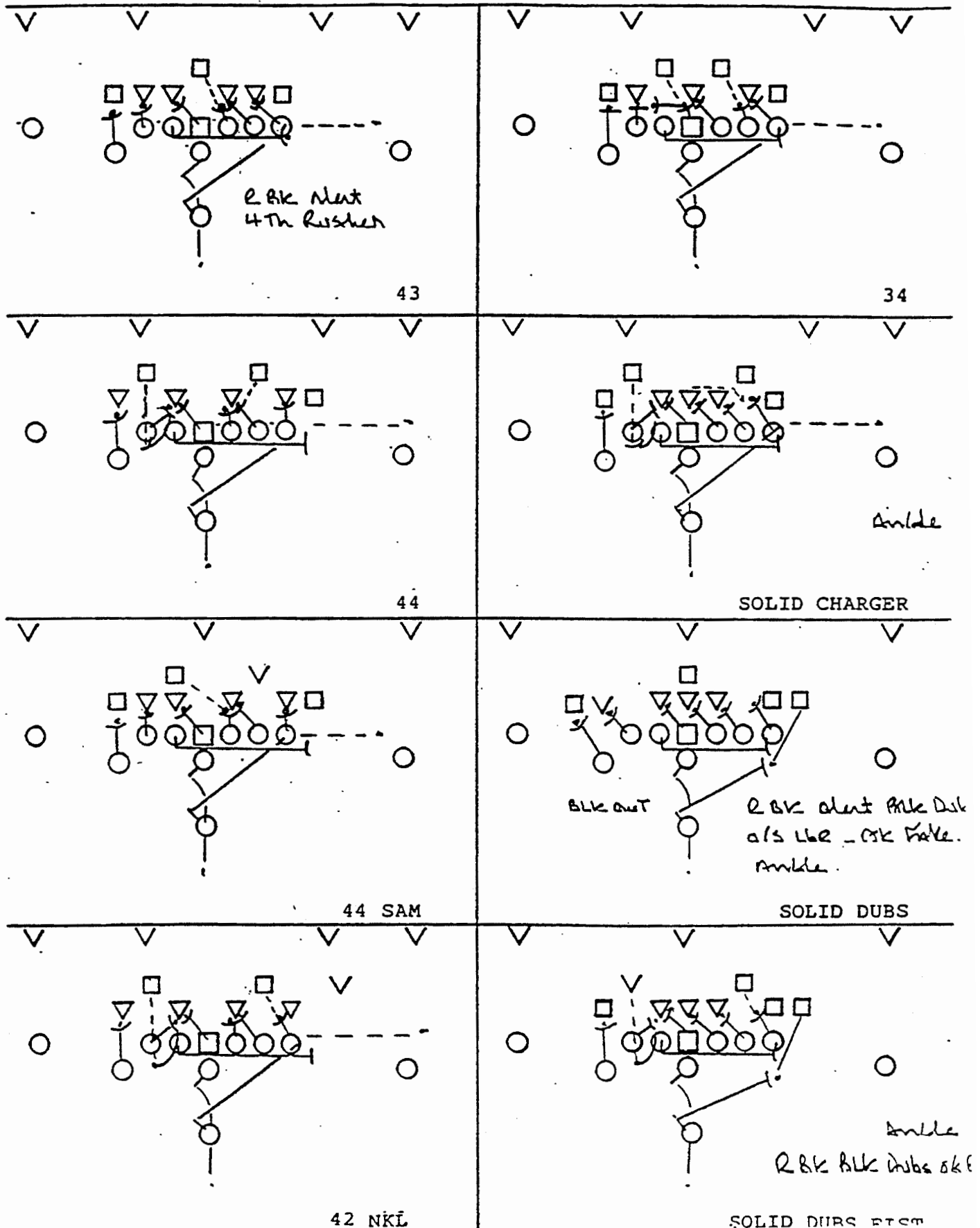
CHARLEY Pro-Play Action

- ① Charley 10/11 AB Fake - 3 Step Drop (5yd) ok
- ② Charley 20/30 AB Fake - 3 Step Drop (5yd) ok
- ③ Charley 40/50 AB Fake - Set at 9 yd... Pass
- ④ Technique: Roll Fake (Tilt Out Footwork) -
Drop inside shoulder and Hesitate
at the LOS - Check Lbe for Dols
No Dols Hook at 5 yds Deep.
Alert: IF unblocked Defensive
Linebacker (Run-a-way) "Block Him"
- ⑤ Protection Rule: Escape MAC (make) - 2nd Lbe IN
Block MAC (make)
Alert: VS Solid Dols Test block Lbe over TE
- ⑥ AB SLING Four/First -- VS Show Butz As Not Fake -- Drop Back

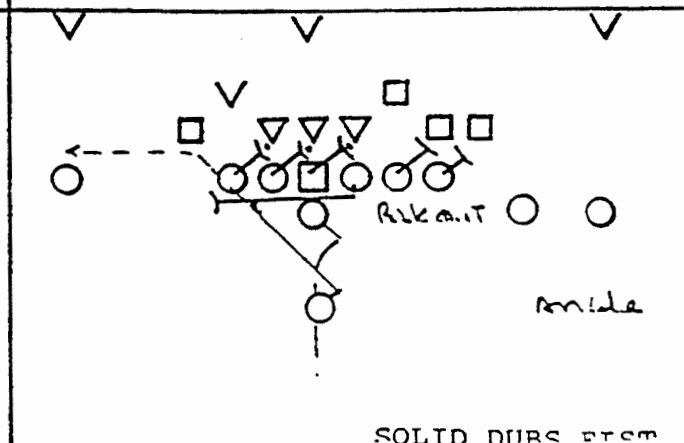
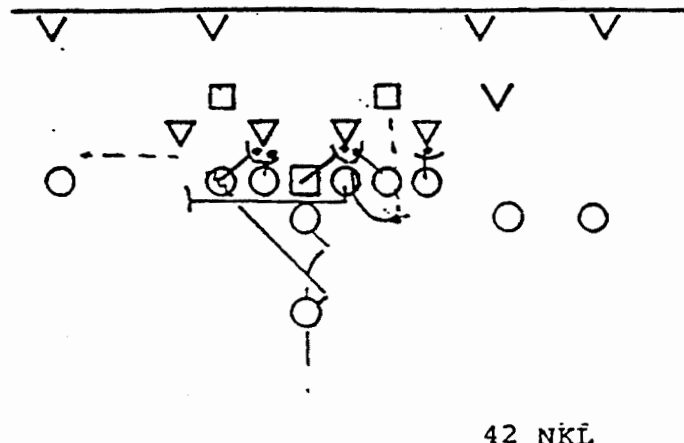
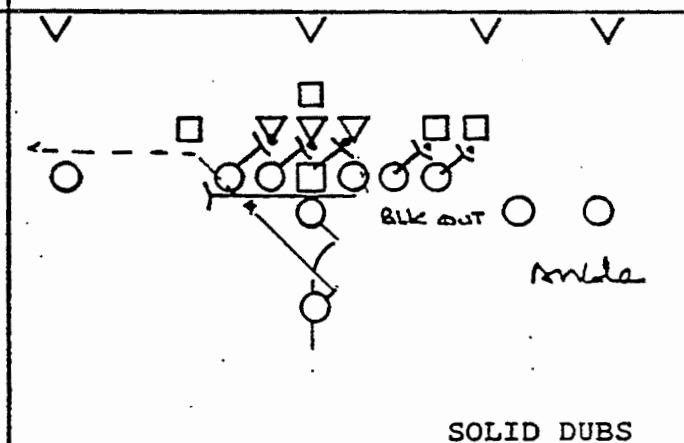
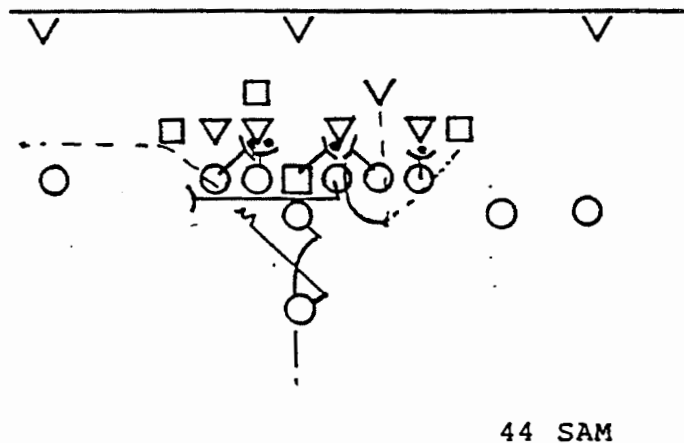
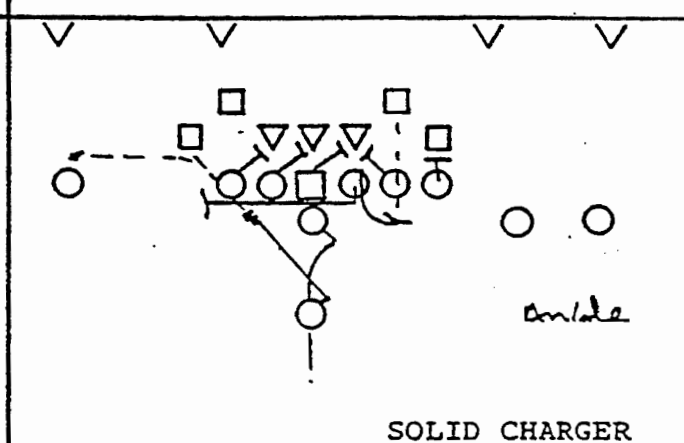
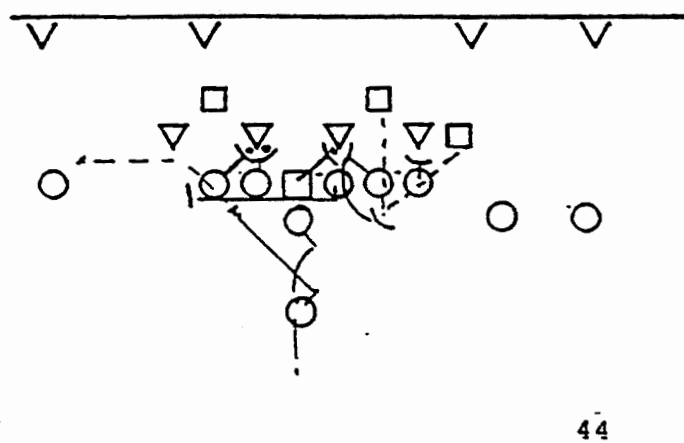
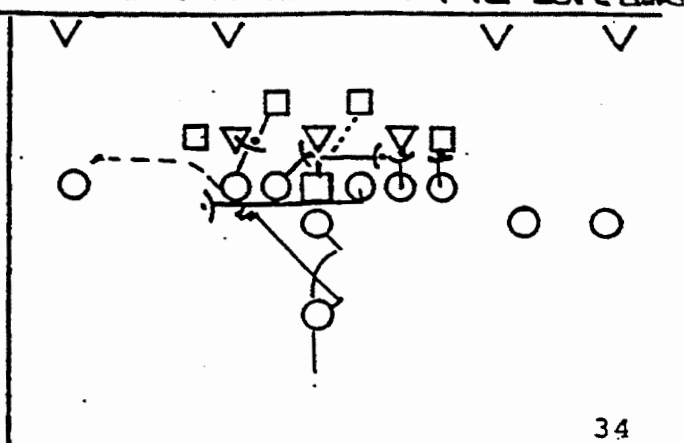
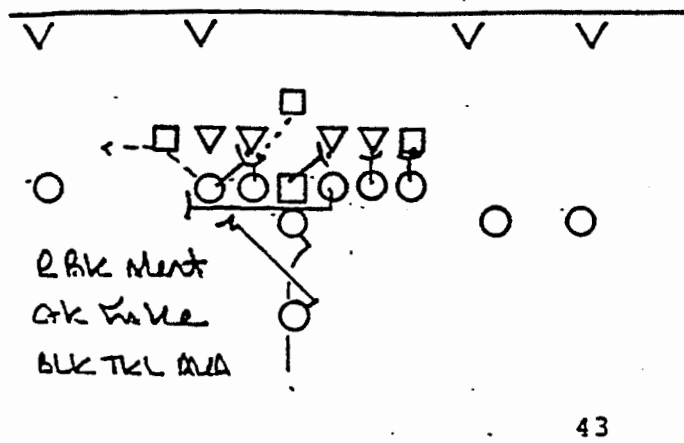


⑦ Note: AB BSA VS Charley 10/11 Hitch is Hitch - Trade

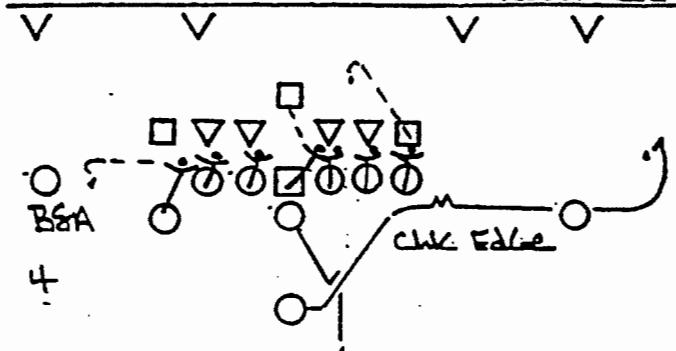
PROTECTION: Run Pass Go To CTR. The inside is the side of the action called. MAX-PRO... NO BSA. Run Pass means block the Protect like the Run EXCEPT the OFF TKL -- Blk man over under Bubble Then Slam Seal. 2 Blk CTR Fake blk Dubs Blk or 4th Rusher. 4 Blk Seal OFF Side.



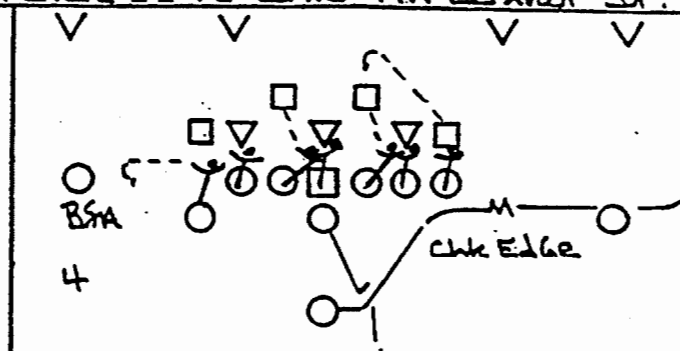
PROTECTION: Run Pass Bombing Line. The outside is the Side of the Net
 Call A. MAX Pass -- No BSA. Run Pass means Block The Protect
 Like The Run except the off TKL -- BLK man over under
 Bubble Then Slam Seal. R BK Quick CTR Fake BLK Def
 over the TKL Area Inside The GEA Trap BLK. YTE Seal off



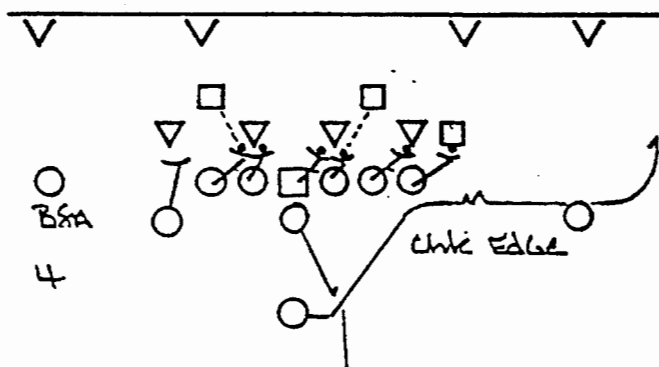
PROTECTION: PLAY Pass GO TO OUTSIDE the outside is the Side to the Action Called -- AB BSA work when the AB Chks Play Pass the Protection is to be blocked like the Run -- Give the Defense a Run Read. use the same Protection -- AB RBK Run OUTSIDE -- R Chk 4th Rusher St.



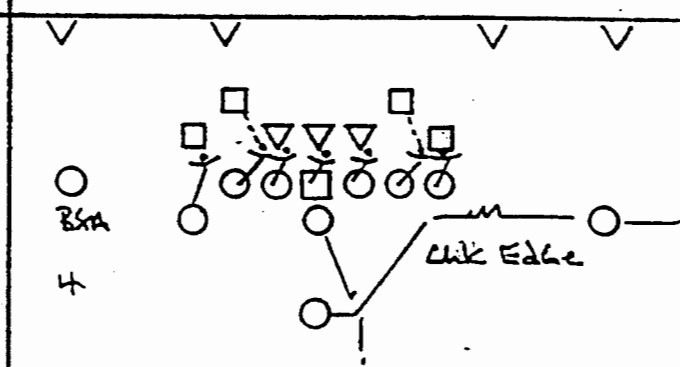
43



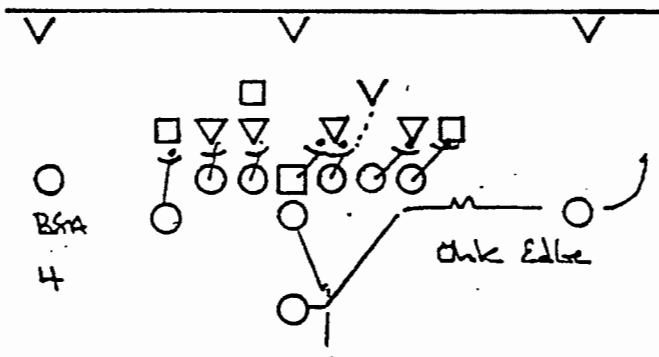
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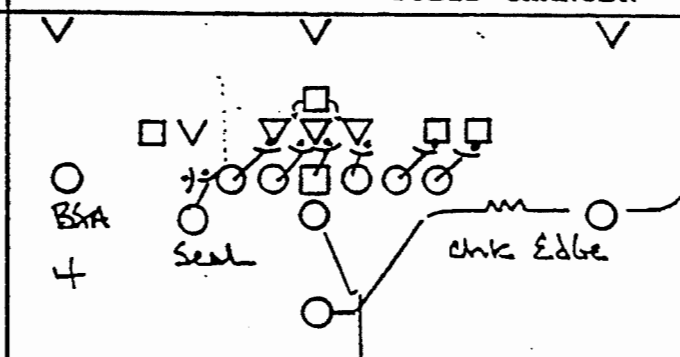
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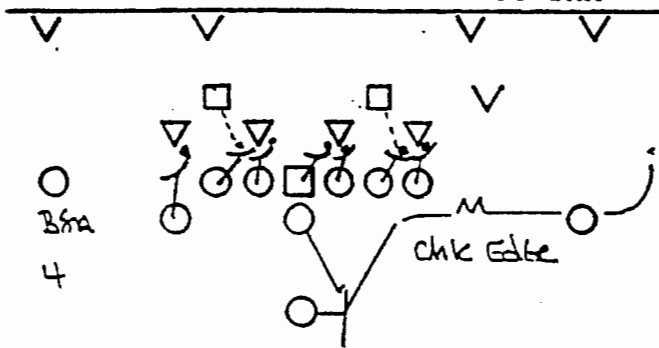
SOLID CHARGER



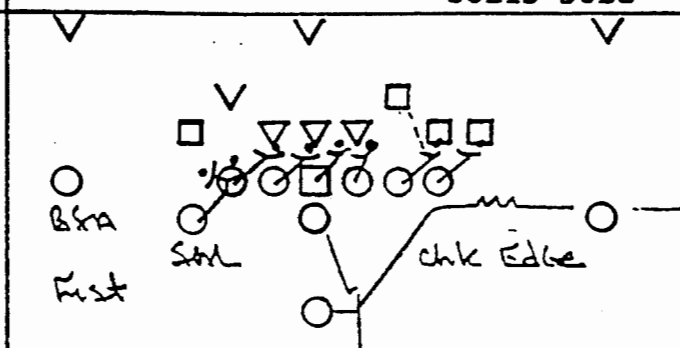
44 SAM



SOLID DUBS

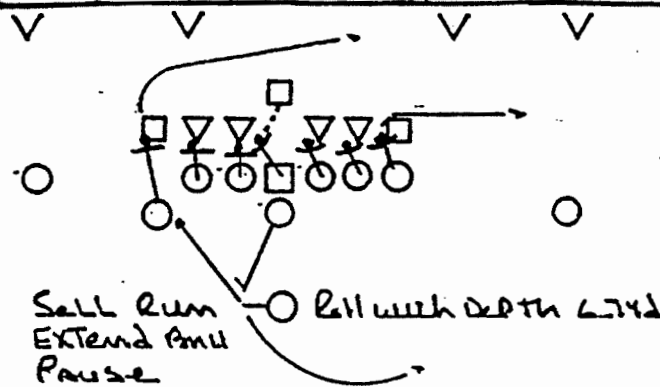


42 NKI

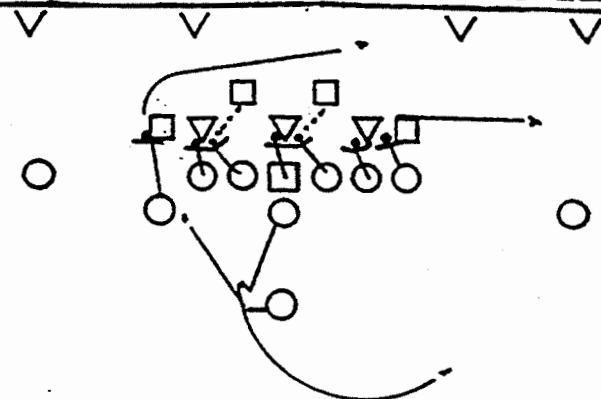


SOLID DUBS FIRST

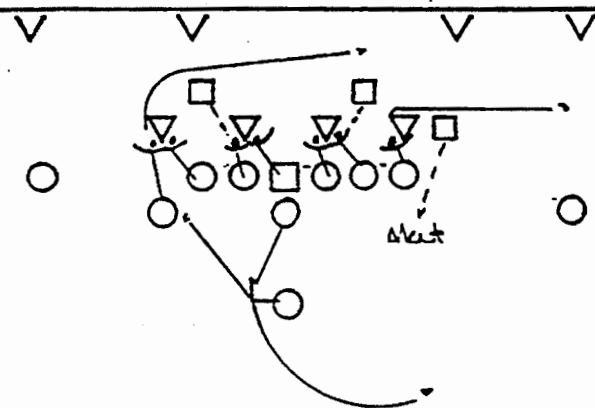
PROTECTION: Go-To Naked The inside is away from the action called -- No BSA. The Line-Y-H-R-AB Run to action called is Go-To outside. AB opens to R-BK Faller then calls opposite the flow -- R-BK 1st step is that the Run outside. must Sell Run -- Start To Pick the edge



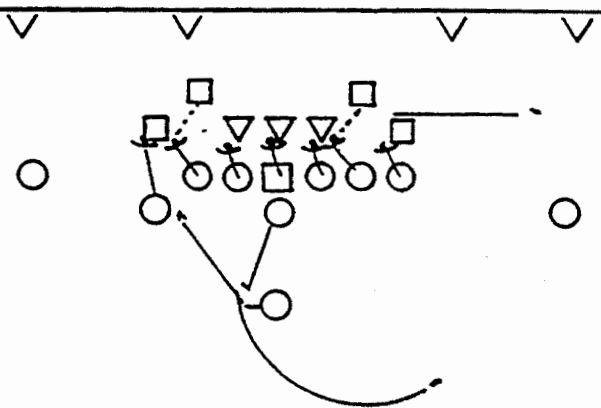
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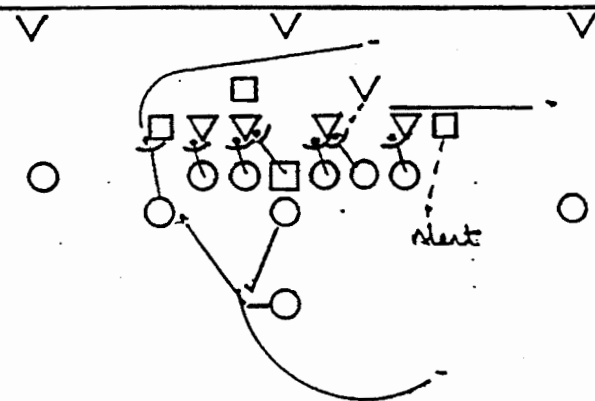
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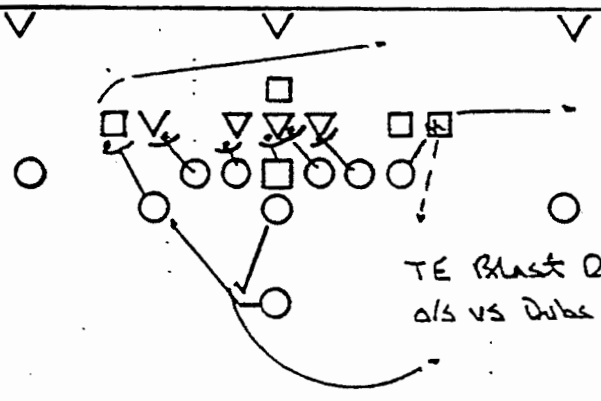
44



SOLID CHARGER

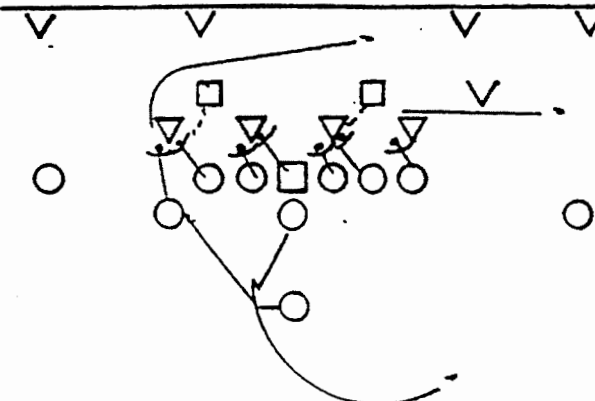


44 SAM

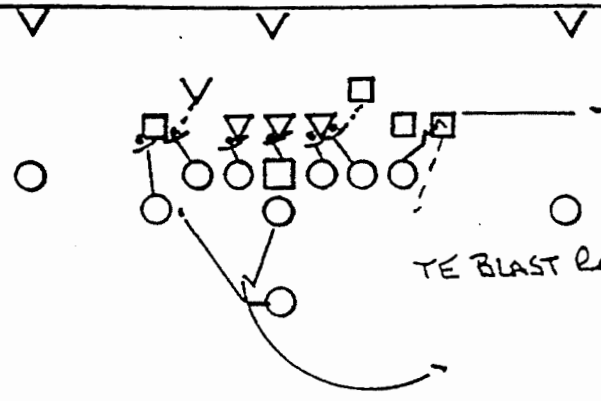


TE Blast Release
als vs Dubs / Bull

SOLID DUBS



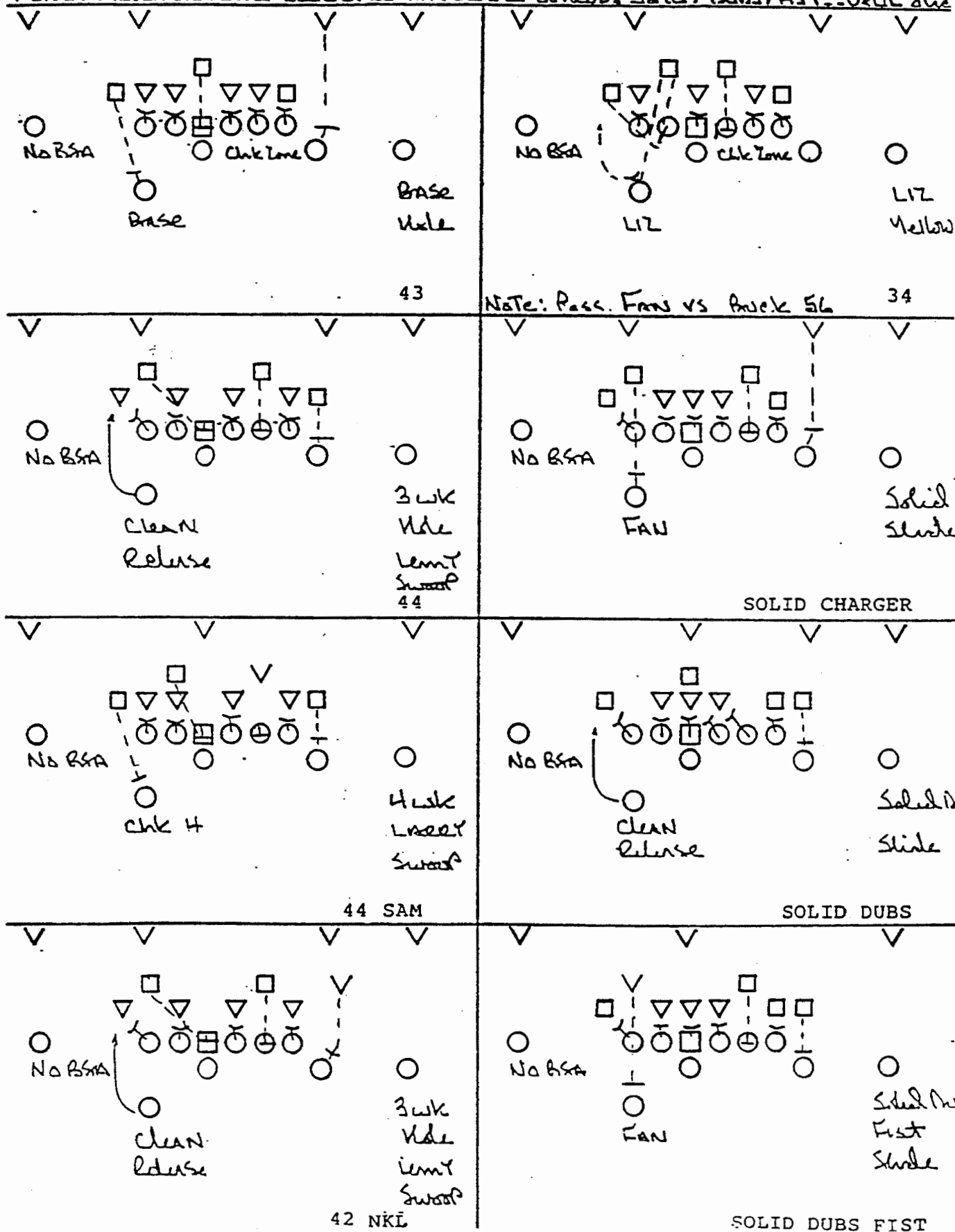
42 NKL



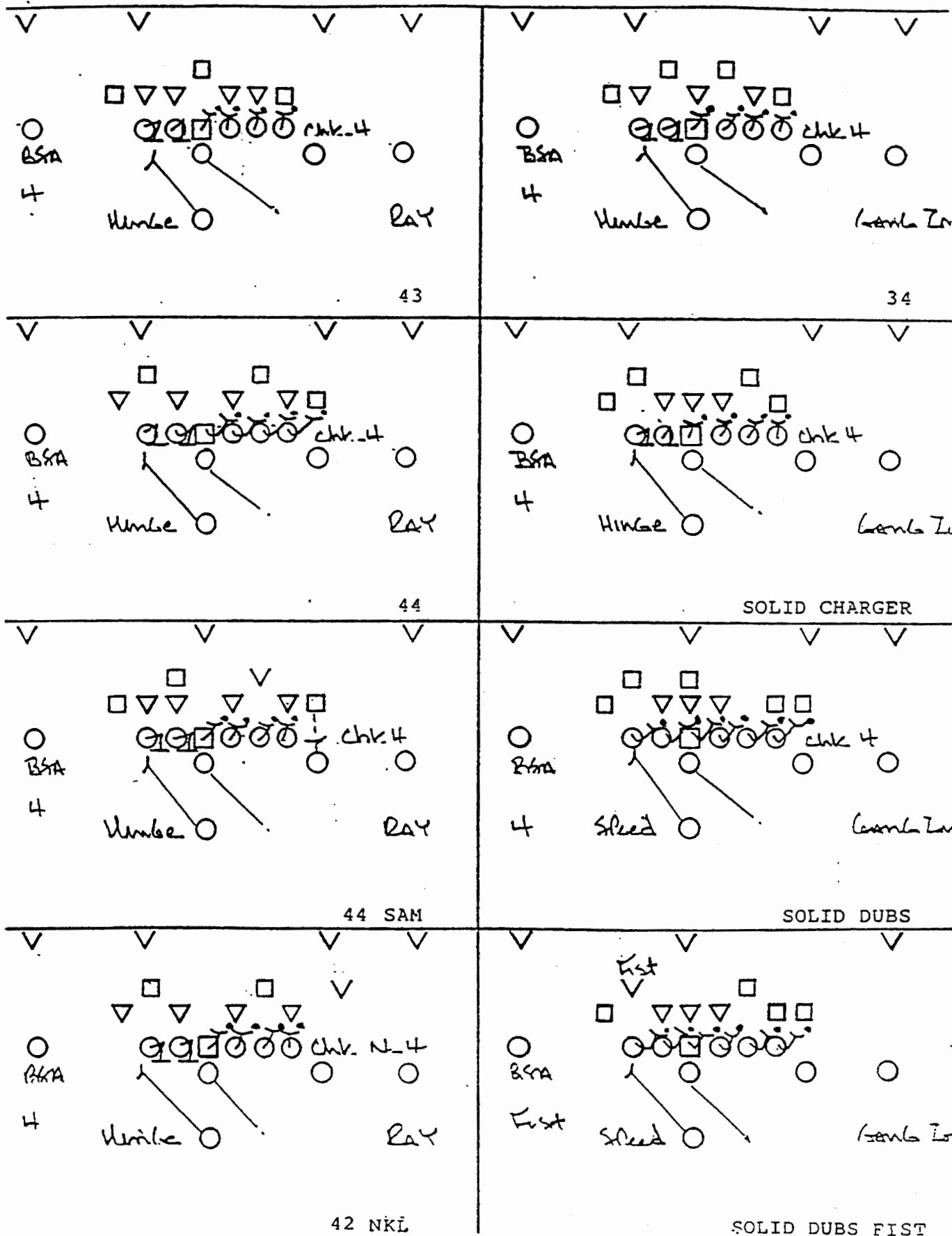
TE BLAST Release

SOLID DUBS FIST

PROTECTION: FLASH LIGHTENING The inside is The Protection Cell.
 Flash Pt / LARRY LT. maximum Protection For The APB. Block 4 Rst
 Wk + ST. No BSA / Hot. - Receives Rm Routes At Normal Depths. R Bn
 Releases vs CLEAN Look -- Chks 4th Rsther outside vs 4 W'
 Look. H BK + YTE maximum Protect St. - Pass Sweep. IF No Alert For
 FLASH LIGHTENING. Rerout to Anse. - A Unless Solid / Dubs / Fst. - Call Shie



PROTECTION: Speed The on side is The Protection & Speed & LT. -- AB BSA work side of dem. a way. YTE Rik 3rd Rusher - 11 Rik Chk 4th Rusher ST. Rik Seal Back Side. The is Addressed on side Bench Zone vs all Stents. Obs. Antizes. of side bench Hinge Zone. must not let Defenders across Face



AB Pass Protection Notes

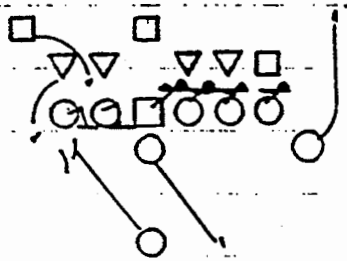
Protection

Speed

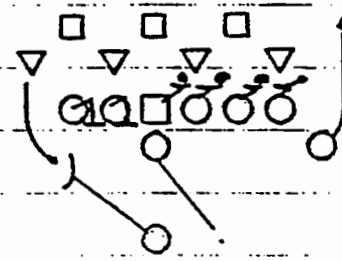
Sluts:

AB BSA Weak: is Slant/Fade - IF H Back Slut BSA is 0

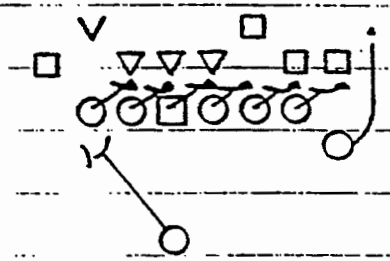
Basic Rule: 2 BK Block opposite the Side the AB is
Slanting To - 2 BK must check inside out on the Emols



Zone Sox

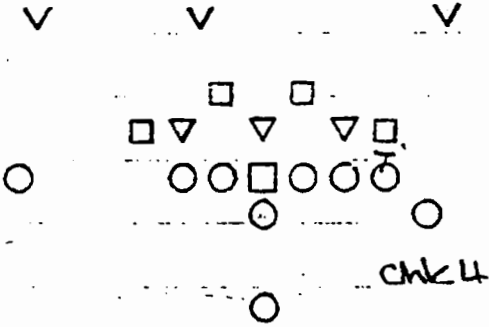


chk EMOLAS

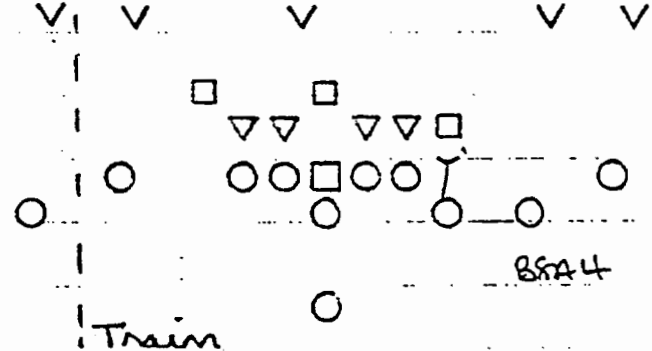


Speed Call vs Solid Disk

Basic Looks

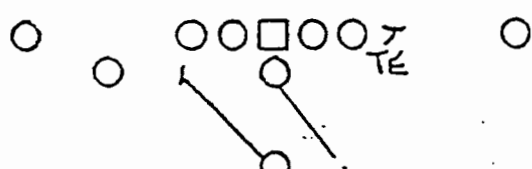


Traps



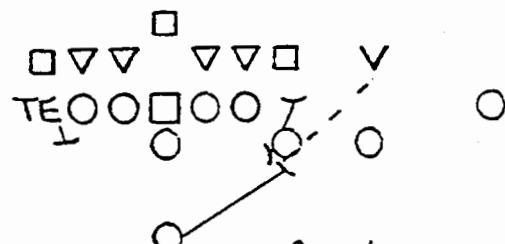
Train

Slant Call:



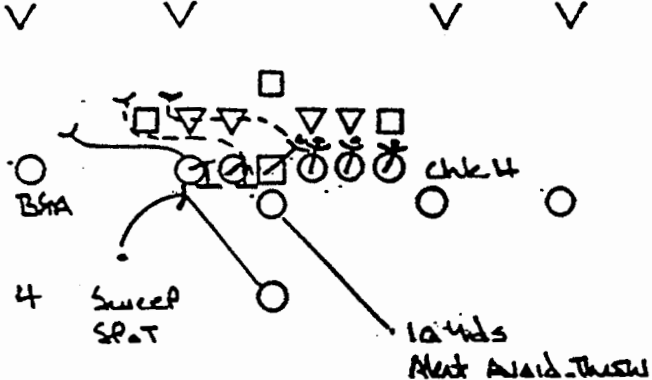
AB Slant to the
Inside Receiver Side -
All Speed blockers. AOMER

Rule Exception:

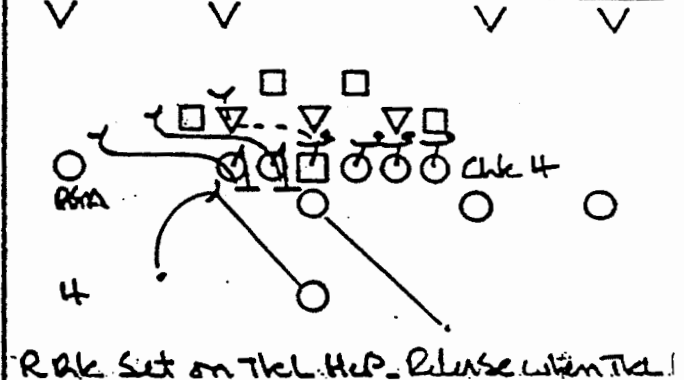


When a TE is opposite the
AB Slant 2 BK Slant on and
chk 4th Backer N/T Slant

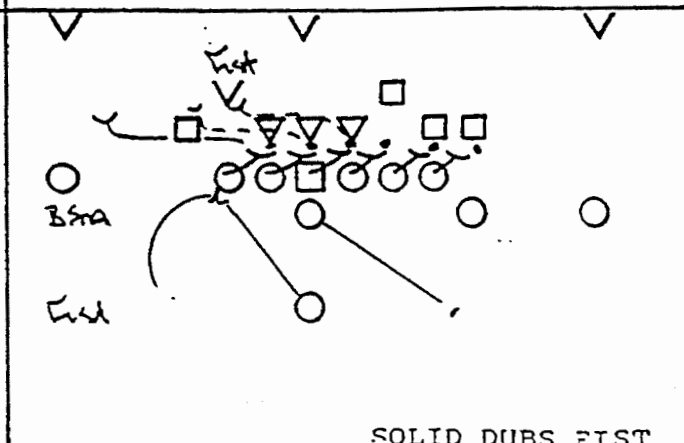
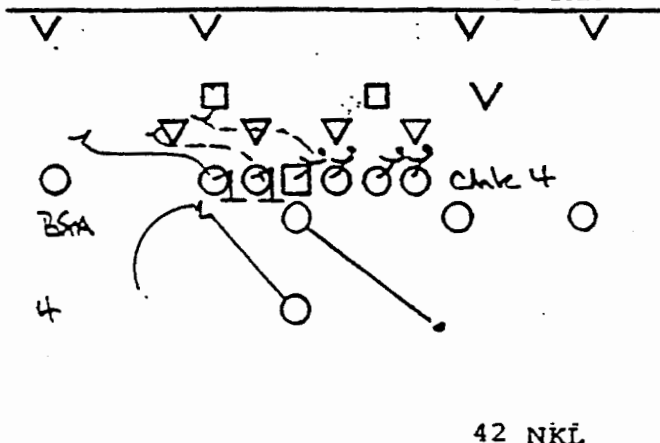
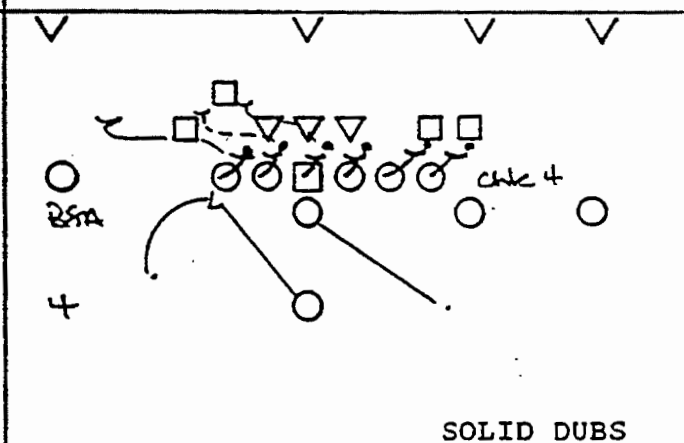
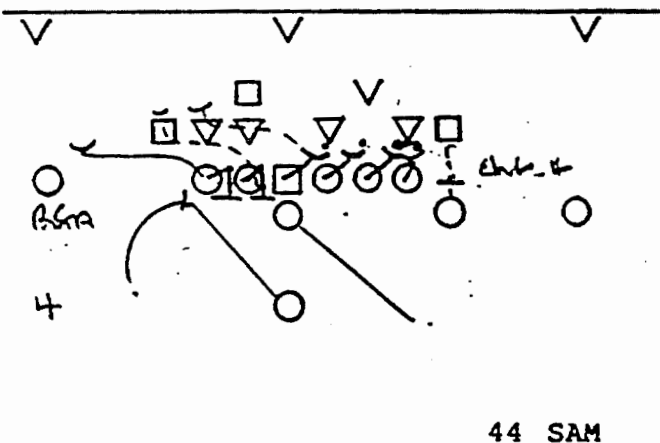
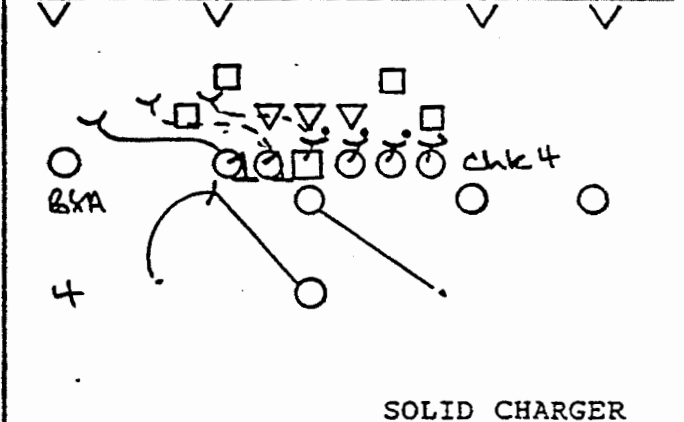
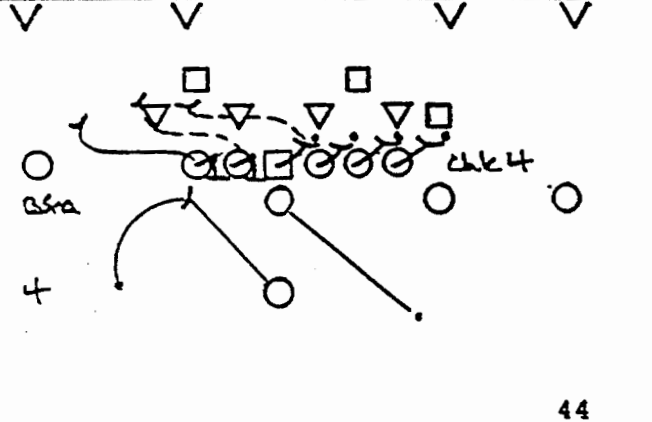
PROTECTION: Speed Screen : AB - on side Decent execute
 Speed Run - it - off side we Run off - must release a/s if Covered.
 AB chk Run - it NIT Set up 10 yds Deep Behind the TE for Sec
 To R BK. R BK Set to Tkl's Hup Slom. Shp to Sweet Spot is 5 yd Dec
 3 to 5 yd wide. on side Tkl Speed Rk euball the cover - R for Rk
 vs Line cover release down Los block support.



AB - Do Not "Lok" The Pull 43



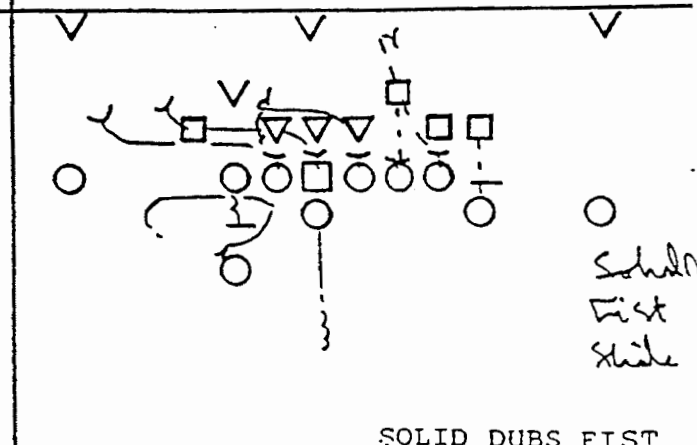
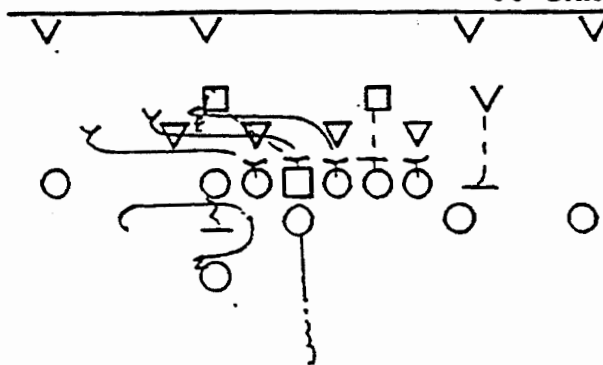
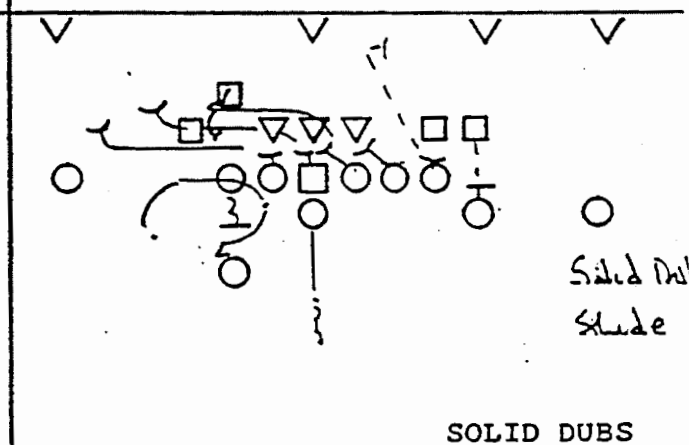
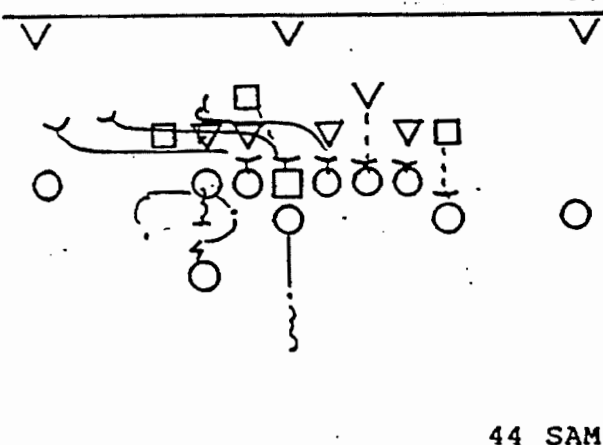
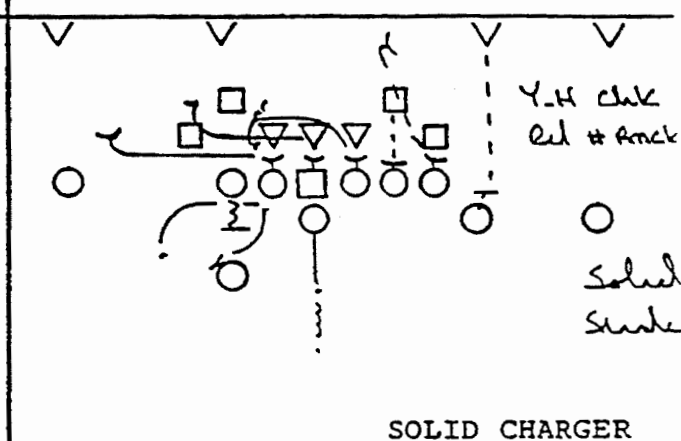
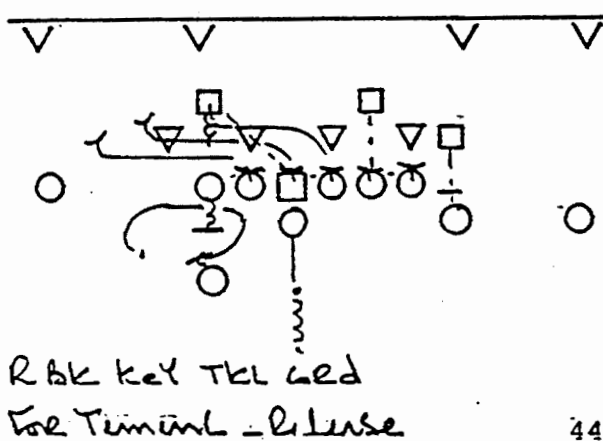
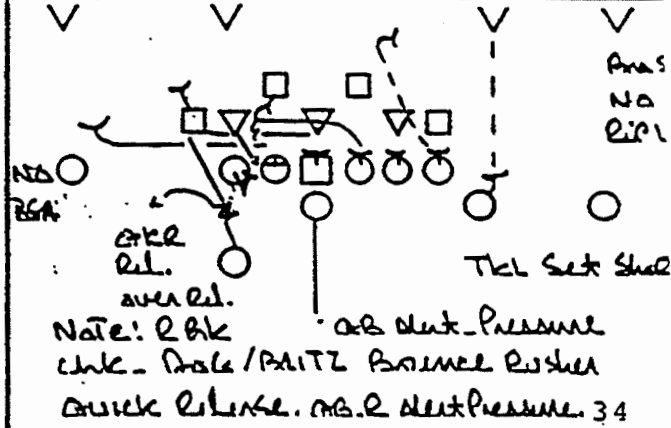
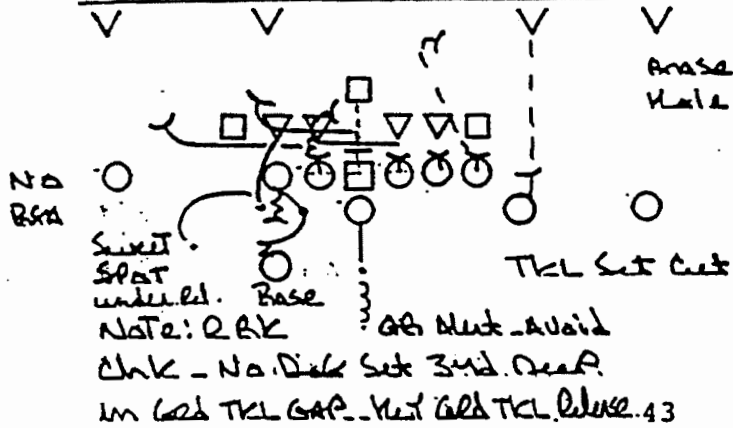
Note: Pass Pro let Then Screen 34

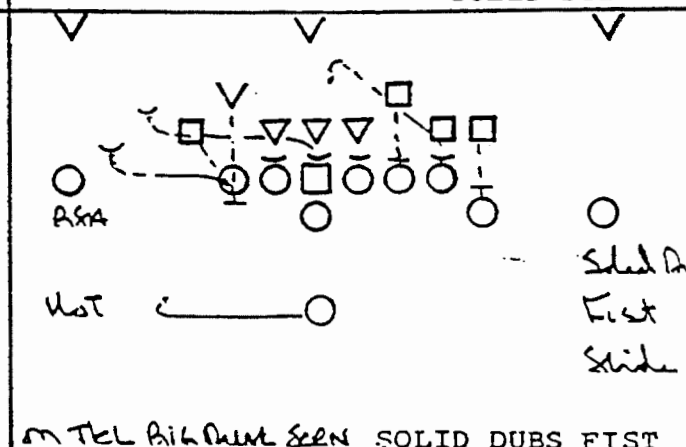
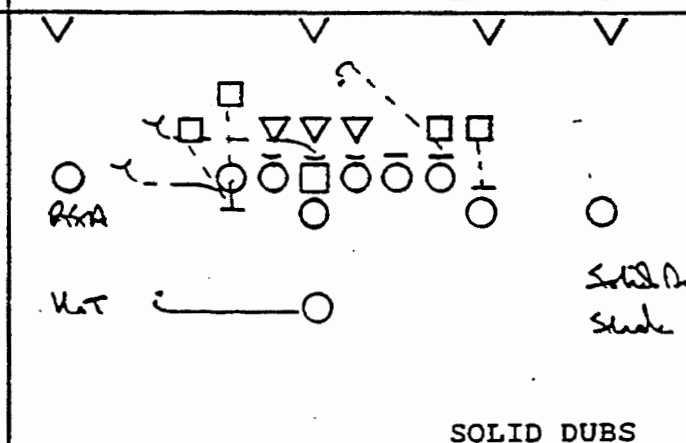
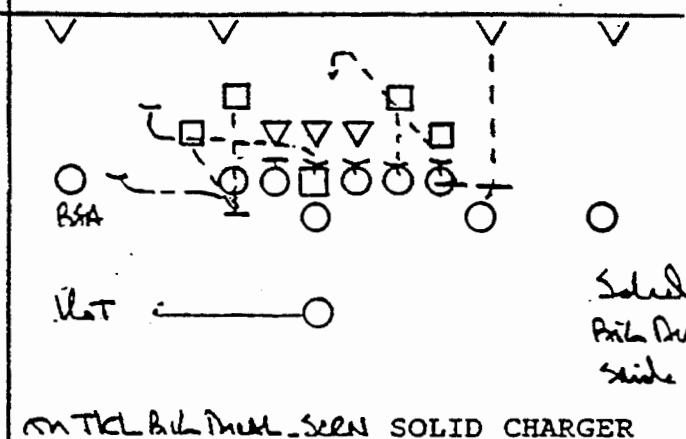


42 NKL

SOLID DUBS FIST

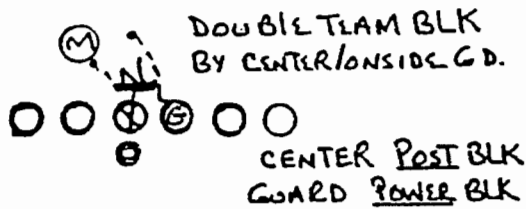
PROTECTION: Under Screen MAX Pao - No RSK/HOT on side
 Run off, must release o/s if covered. AR - R BK Chk Rush for Pressure
 No Pressure. No Pressure AR 5 Step drop - 10 Set - Throw. Pressure off
 7 Step Drop - Throw. R BK Alert - No RPLIZ vs 34 Available, blk Pao
 R BK Set - Slam - Slip to Sweet spot SX5. Uncovered led / TKL
 eye ball Lbr Cover - R For Pick off vs Zone cover block Supp



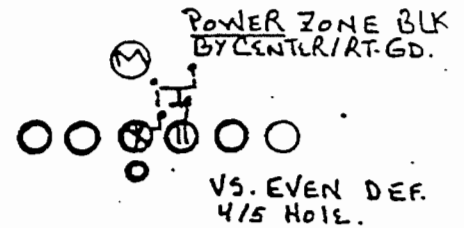


RUN BLOCKING CALLS AND COMBINATIONS

ACE (ADD)

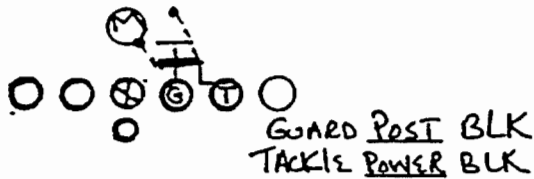


RAY



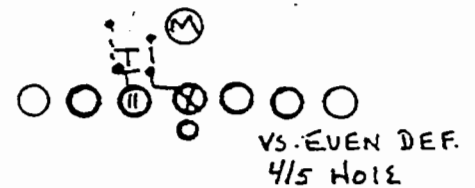
DEUCE (ADD)

DOUBLE TEAM BLK
BY GUARD/ONSIDE TACKLE.



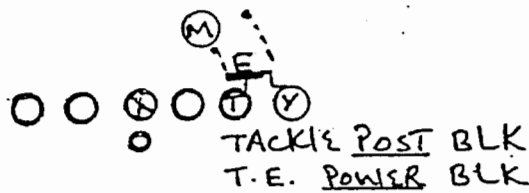
LENNY

POWER ZONE BLK
BY CENTER/ LT. G.D.



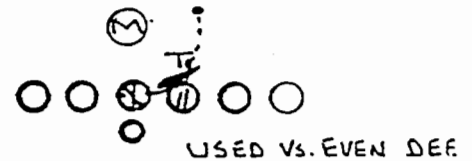
TREY (ADD)

DOUBLE TEAM BLK
BY ONSIDE TACKLE/T.E.



BIG RAY

STAB ZONE WHERE CENTER
BLKS DT AND RG BLK MAC
USED ON 6-7/8-9 HOLE PI



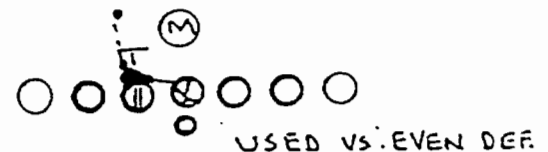
FOUR (ADD)

DOUBLE TEAM BLK
BY T.E./H. ONSIDE.



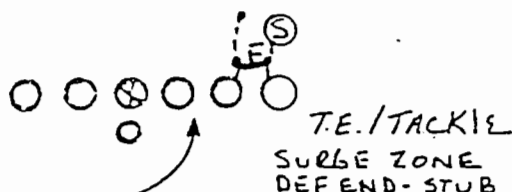
BIG LENNY

STAB ZONE WHERE CENTER
BLKS DT AND LG BLK MAC
USED ON 6-7/8-9 HOLE PI



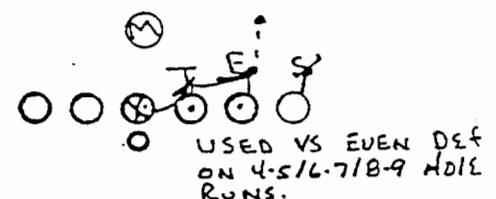
COMBO/ONSIDE

BLK. USED ON 40/50 GUT
VS. WIDE END STUB LOOSE.



TEAM

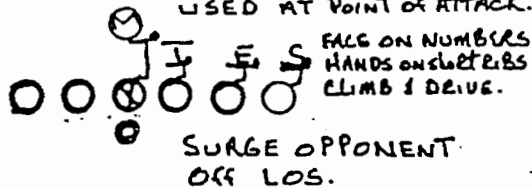
THREE MAN POWER ZONE
INVOLVING C-G-T VS. 43
AND FLEX DEFENSES.



RUN BLOCKING CALLS AND COMBINATIONS

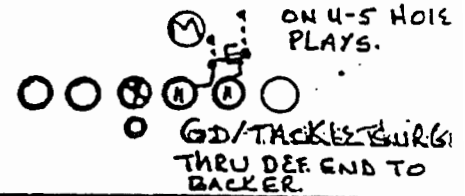
SPEAR BLOCK

SURGE MAN BLOCK
USED AT POINT OF ATTACK.



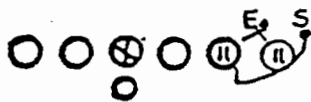
READ POWER ZONE

POWER ZONE BLK BTW
ON-SIDE GD/TACKLE. USE
ON 4-5 HOLE
PLAYS.



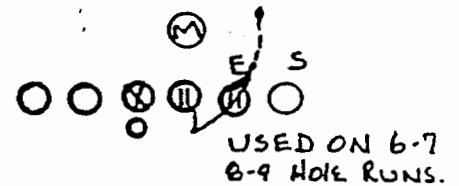
TAKE

CROSS BLK USED AT POA
BY ONSIDE TACKLE/TE.
THIS CALL MADE BY
TACKLE ON 6-7/8-9 HOLE
PLAYS.



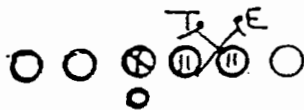
BIG READ ZONE

STAB ZONE WHERE ONSIDE
GD. BLKS DEF. END AND
ON-SIDE TACKLE BLKS INSIDE
BACKER.



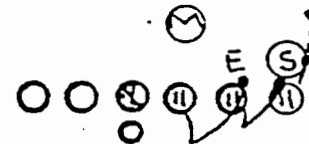
TUG

CROSS BLK USED AT POA
BY ONSIDE TACKLE/GD.
TACKLE FIRST-GD BEHIND
USED ON 4-5 HOLE
PLAYS.
CROSS BLK LOS. DEFENDERS.



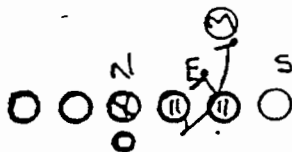
GANG

THREE MAN ZONE INVOLVING
ON-SIDE GD-T-TE ON 6-7
8-9 HOLE RUNS. USED WHEN
DEF. SLANTING/PINCHING.



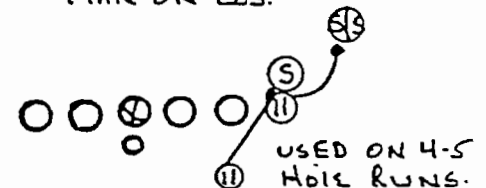
TAG

TACKLE BLK DOWN 1ST MAN
ON LOS. GD STEP AROUND FOR
2ND LEVEL LINE BACKER.
USED AT POA ON 4-5 HOLE
PLAYS.



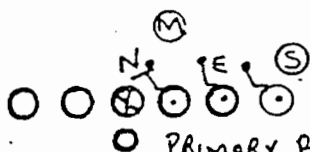
TER

TIGHT END RELEASE AND BLK
FORCE. BLKING BACK BLK
OUTSIDE BACKER OR END
MAN ON LOS.



GAP

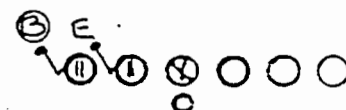
BAR BLKING WHERE BLOCKERS
BLK FIRST DEFENDER INSIDE ON
OR OFF LOS.



PRIMARY BLKING SCHEME
USED ON 6-7/8-9 HOLE
CTR. PLAYS.

FAN

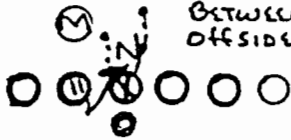
ON-SIDE BLKING SCHEME
WHERE GD. BLKS 1ST MAN ON
LOS AND TACKLE BLKS 2ND
MAN ON LOS.



RUN BLOCKING CALLS AND COMBINATIONS

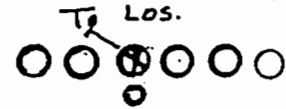
SCOOP

OFFSIDE POWER ZONE
BETWEEN CENTER AND
OFFSIDE G.D.



OFF

BLOCK USED BY CENTER
AWAY FROM POA. CENTER
BLKS OFF 1ST MAN ON
LOS.



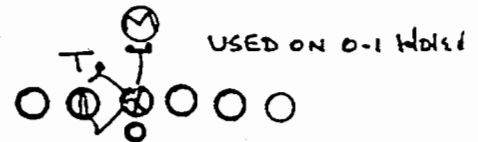
SLIP

OFFSIDE POWER ZONE
BETWEEN OFFSIDE GUARD
AND TACKLE.



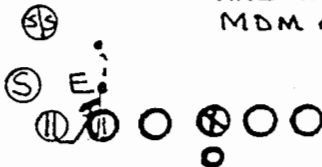
CHOKE

STEP AROUND BLOCK B:
CENTER/OFFSIDE GUARD.
CENTER BLKS D.T. - G.D. STEP
AROUND FOR 2ND LEVEL M.D.



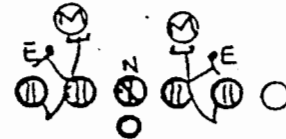
COMBO (offside)

OFFSIDE POWER ZONE
BETWEEN OFFSIDE TACKLE
AND T.E. TACKLE BLKS
M.D.M. ON 2ND LEVEL.



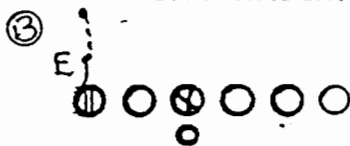
FOLD

USED BOTH ON ONSIDE
AND OFFSIDE. GUARD BLKS
OUT-TACKLE FOLDS UNDER
AND BLKS. 2ND LEVEL BACKS



CUTOFF SIFT

OFFSIDE TACKLE TECHNIQUE USED
VS. STACK OR HIP ALIGN OF
B BACKER (WIDE END. TACKLE
SIFT THRU GAP AND BLK M.D.M.)



CAL

CALL MADE BY CENTER TO
ALERT OFFSIDE TACKLE TO
CUT OFF 3 TECH. DEFENDER.



CUTOFF

OFFSIDE TECHNIQUE USED
TO PREVENT DEFENDER FROM
CROSSING FACE. FORCE DEFENDER
AROUND BLOCK.



CHUCK

ONSIDE BLKING SCHEME BY
CENTER AND ONSIDE GUARD.
G.D. BLK DOWN ON N - CENTER
STEP AROUND FOR 2ND LEVEL BACKS
SWAP BLKING ASSIGNMENTS.



RUN BLOCKING CALLS AND COMBINATIONS

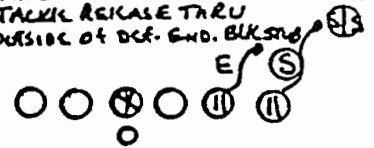
SHORTY

SHORT TRAP BY OFFSIDE
GD. TRAP 1ST MAN THRU BALL.



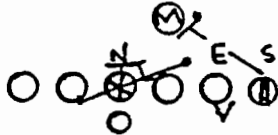
INFLUENCE

REACH INFLUENCE. TE RELEASE
THRU OUTSIDE OF END MAN ON LOS. C
TACKLE RELEASE THRU
OUTSIDE OF DEF. END. BLK END



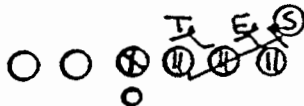
FIRE

CALL TO ALERT T.E. TO BLK
1ST INSIDE LINE BACKER ON
KICK TRAP. USED VS. DEEP INSIDE
BACKERS ON KICK TRAP 4-5 HOLE.



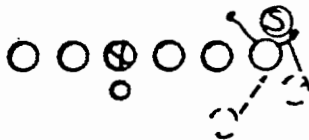
GEE

ON-SIDE GD. SHORT TRAP 1ST MAN
OUTSIDE Y ON LOS. ON-SIDE TE/
TACKLE BLK DOWN.



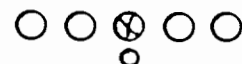
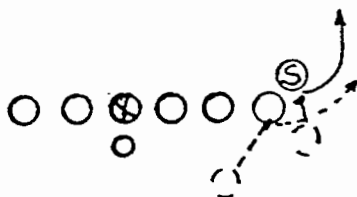
LOAD

BLOCK PERFORMED BY WING BACK
OR NEAR BACK ON END MAN ON
LOS. USED ON B-9 HOLE CTR. LOAD.

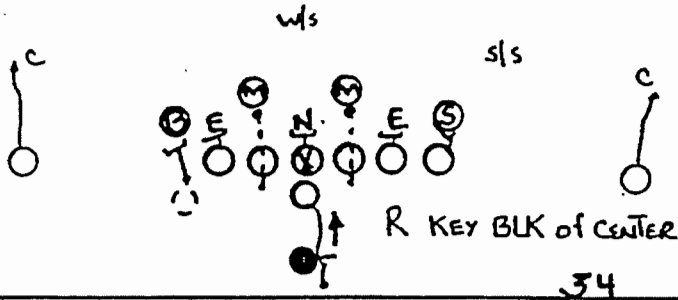


BLUFF

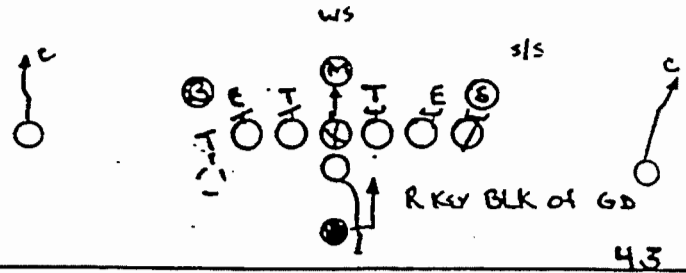
BLUFF TECH. USED BY WING BACK
OR NEAR BACK ON END MAN ON
LOS.



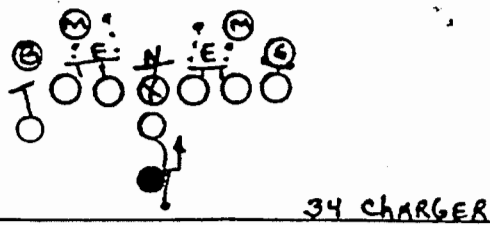
CALL: ZONE BLOCKING
ALERT STUNTS/DOGS
NOTE: PREVENT PENETRATION



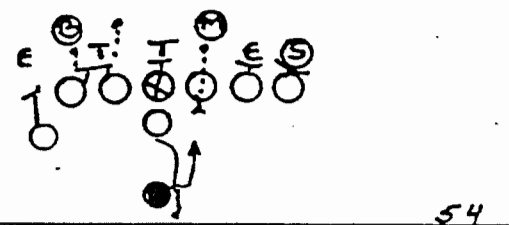
CALL: ZONE BLOCKING
ALERT STUNTS/DOGS
PREVENT PENETRATION



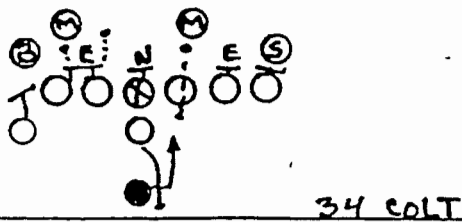
CALL: ZONE



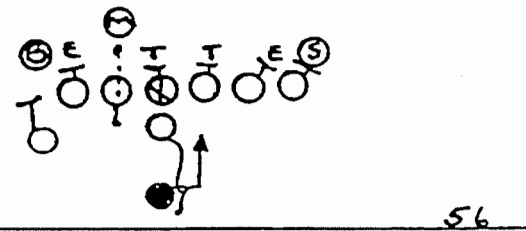
CALL: ZONE



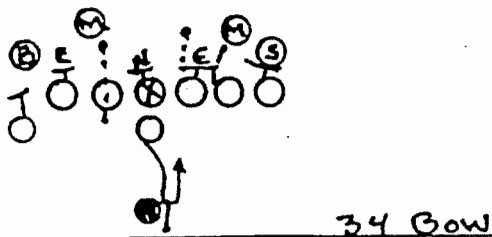
CALL: ZONE



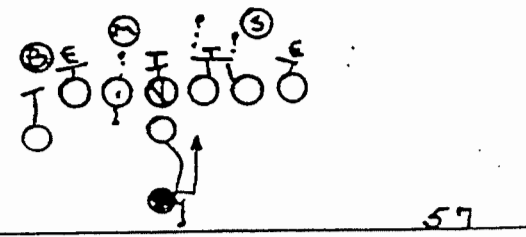
CALL: ZONE



CALL: ZONE



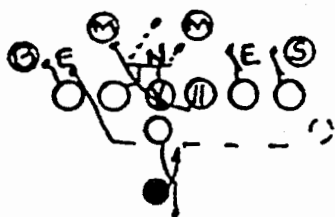
CALL: ZONE



34 Solid Dubs

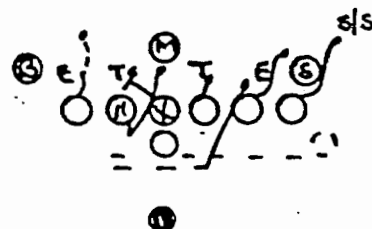
Solid Dubs

CALL: ACE/ADD



34

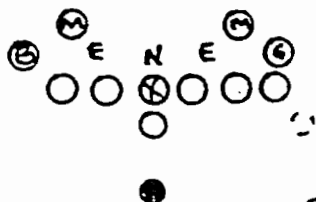
CALL: ChoKE



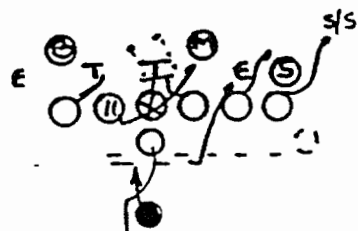
43

43

CALL: ACE/ADD

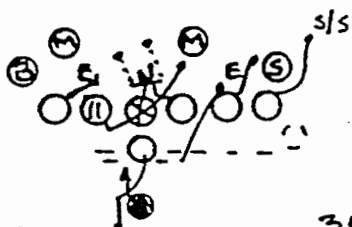


34 CHARGER



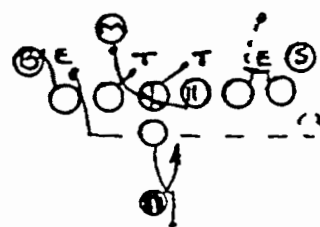
54

CALL: ACE/ADD



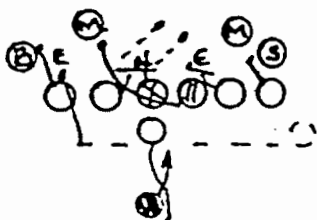
34 COLT

CALL: off (56)



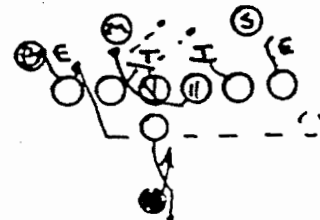
56

CALL: ACE/ADD

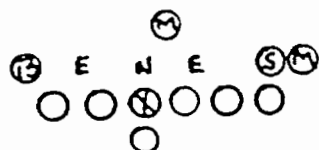


34 Bow

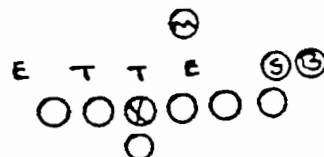
CALL: ACE/ADD (57)



57



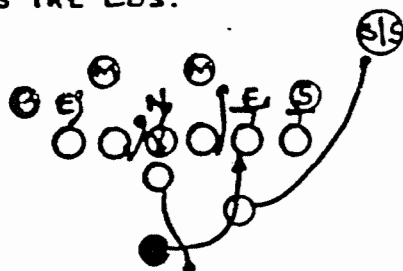
34 Solid Dubs



Solid Dubs

CALL: READ ZONE (GD/TACKLE)
SCOOP

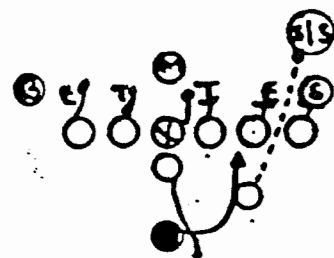
NOTE: R BACK KEY MAN OVER TACKLE
PRESS THE LOS.



34

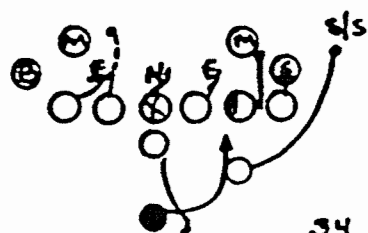
CALL: RAY ZONE (CENTER/GD)
CUTOFF

NOTE: R BACK KEY MAN OVER TACKLE
PRESS THE LOS.



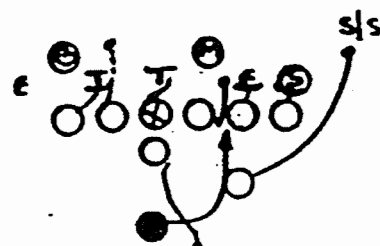
43

CALL: READ ZONE (TACKLE/Y)
SLIP



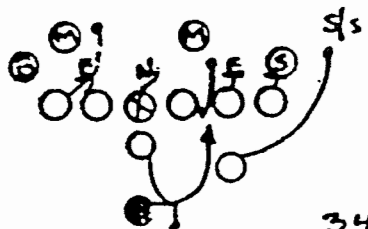
34 CHARGER

CALL: READ ZONE
SLIP



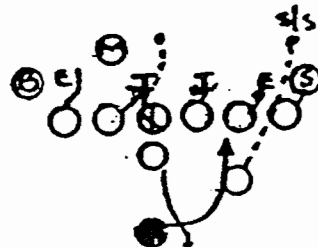
54

CALL: READ ZONE
SLIP



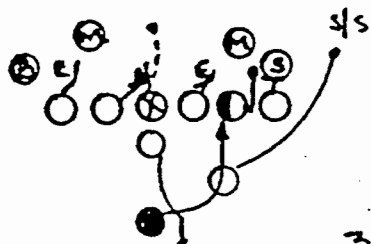
34 COLT

CALL: MAN
SCOOP



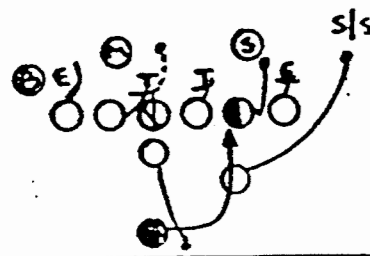
56

CALL: READ ZONE
SCOOP



34 BOW

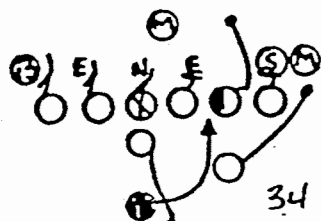
CALL: READ ZONE
SCOOP



57

CALL: READ ZONE

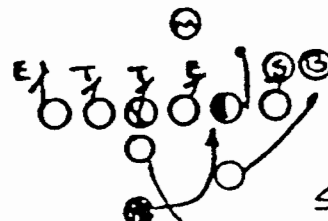
NOTE: BLKING BACK ALERT TO BLK OUTSIDE
DUBS BACKER ON DUBS CALL.



34 SOLID DUBS

CALL: READ ZONE

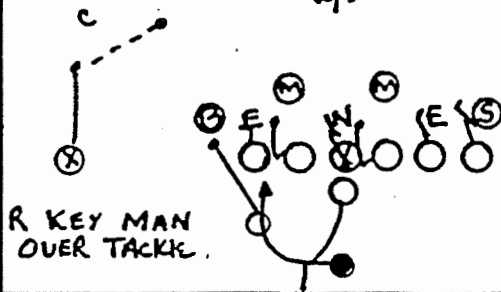
NOTE: BLKING BACK ALERT TO BLK OUTSIDE
DUBS BACKER ON DUBS CALL.



SOLID DUBS

CALL: READ ZONE

SCOOP

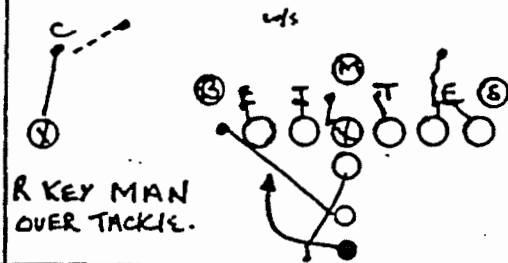
X-BLK MOST DANGEROUS of c/w.s
w/sR KEY MAN
OVER TACKLE.

34

CALL: LENNY ZONE

COMBO

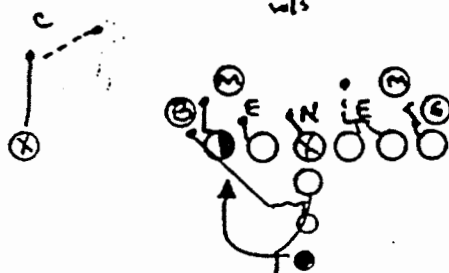
X-BLK MOST DANGEROUS of c/w.s

R KEY MAN
OVER TACKLE.

43

CALL: READ ZONE

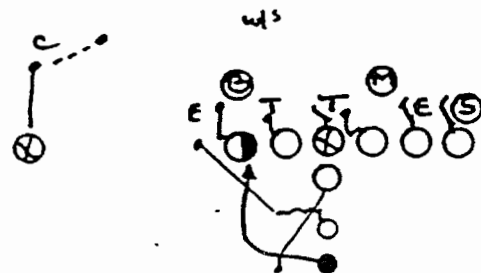
SLIP

NOTE: BLKING BACK CAN USE 2 STEP MOTION
w/s

34 CHARGER

CALL: READ ZONE

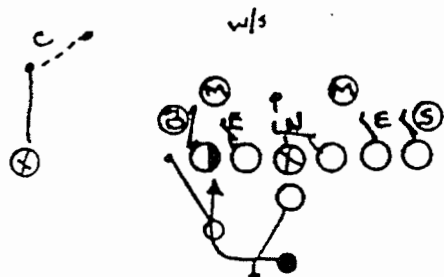
SCOOP

NOTE: BLKING BACK CAN USE 2 STEP MOTION
w/s

54

CALL: READ ZONE

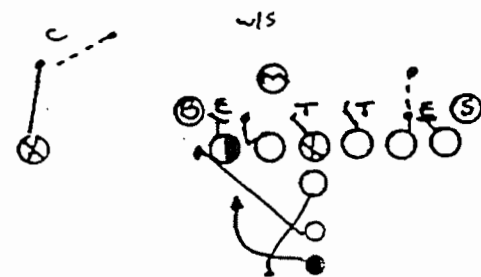
SCOOP



34 COLT

CALL: READ ZONE

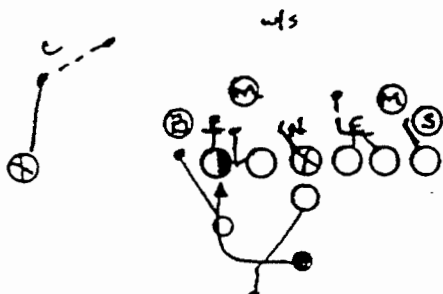
COMBO



56

CALL: READ ZONE

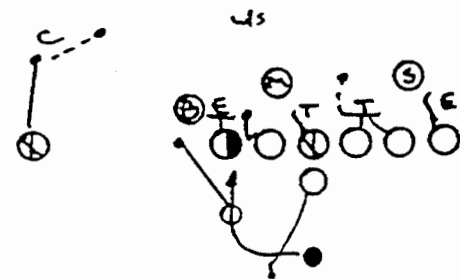
SLIP



34 BOW

CALL: READ ZONE

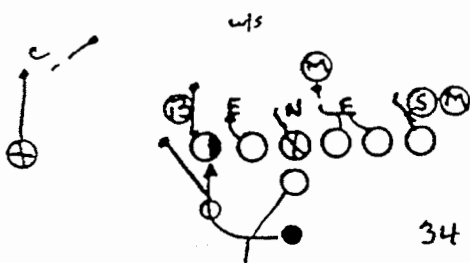
SLIP



57

CALL: READ ZONE

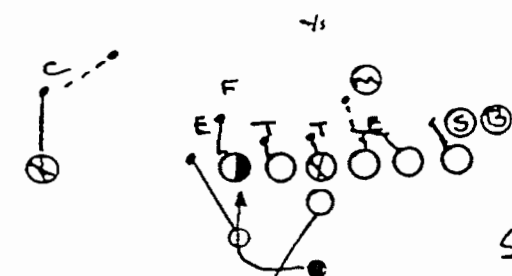
SLIP



34 SOLID DUBS

CALL: READ ZONE

SLIP



SOLID DUBS

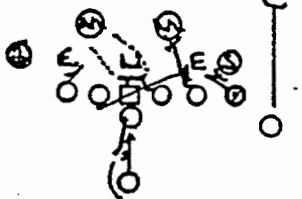
40/50 KICK

CALL: ACE / ADD

BLUFF



WS



SS

C



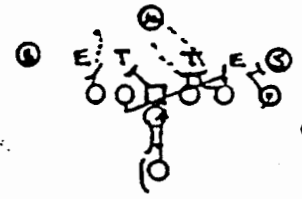
34

CALL: DUCE / ADD

BLUFF



WS



SS

C



43

CALL: ACE / ADD

(POSSIBLE OFF)

SHORTY!



SS

C



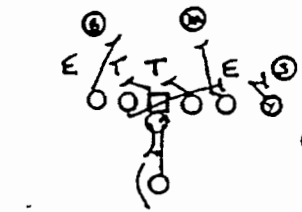
34 CHARGE

CALL: OFF

BLUFF



WS



SS

C

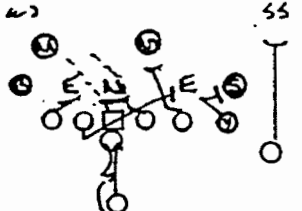


54

CALL: ACE / ADD

(POSSIBLE OFF)

BLUFF



SS

C



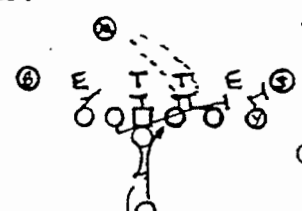
34 COLT

CALL: DUCE / ADD

BLUFF



WS



SS

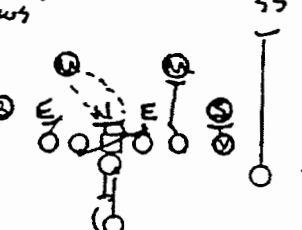
C



56

CALL: ACE / ADD

SHORTY!



SS

C



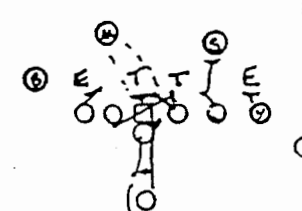
34 BOW

CALL: ACE / ADD

SHORTY!



WS



SS

C

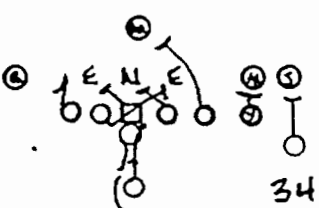


57

CALL: OFF



WS



SS

C

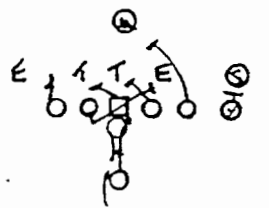


34 SOLID DUBS

CALL: OFF



WS



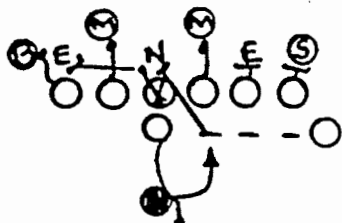
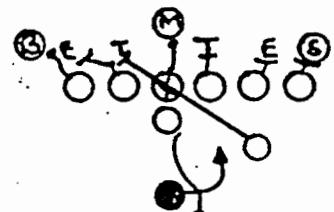
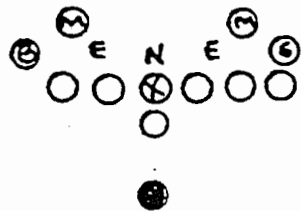
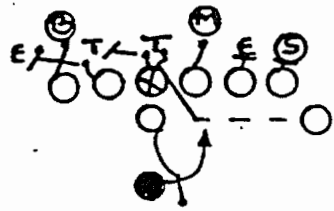
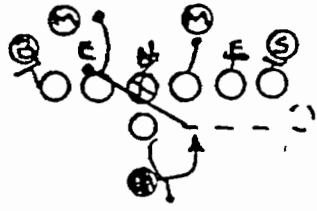
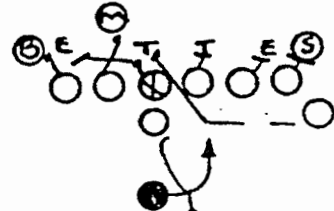
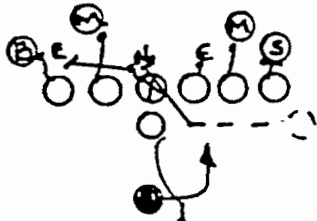
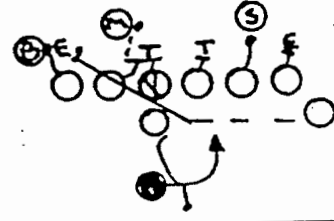
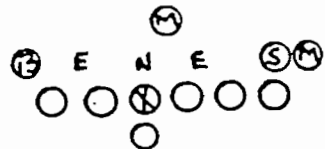
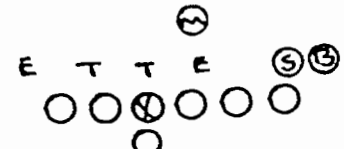
SS

C



SOLID DUBS

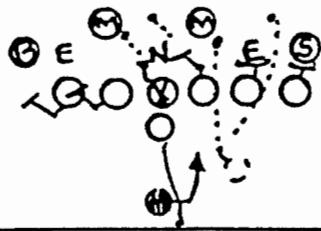
40/50 LEAD NOSE

<p>CALL: ODD BANG MOVEMENT R KEY MAN OVER TACKLE PRESS LOS.</p>  <p>34</p>	<p>CALL: EVEN R KEY MAN OVER TACKLE PRESS LOS.</p>  <p>43</p>
 <p>34 CHARGER</p>	<p>CALL: ODD BANG</p>  <p>54</p>
<p>CALL: CUT BANG R KEY MAN OVER TACKLE ON 'CUT' CALL.</p>  <p>34 COLT</p>	<p>CALL: ODD BANG</p>  <p>56</p>
<p>CALL: ODD BANG</p>  <p>34 BOW</p>	<p>CALL: CUT BANG</p>  <p>57</p>
 <p>34 SOLID DUBS</p>	 <p>SOLID DUBS</p>

40/50 OVERDRAW

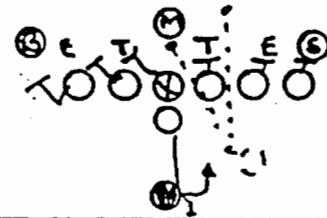
NOTE: CHARLEY PROTECTION BLOCKING

CALL: SLIDE (CON: GO DELAY ACE)
BLKING BACK KEY BLK OF TACKLE
VS. ODD ALIGN.



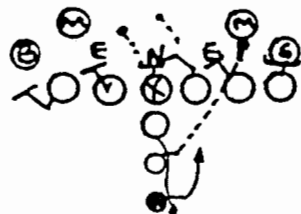
34

CALL: SLIDE
BLKING BACK KEY BLK OF GUARD
VS. EVEN ALIGN.



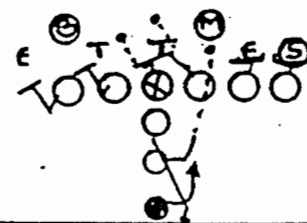
43

CALL: SLIDE (LION)



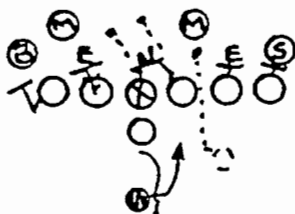
34 CHARGER

CALL: SLIDE



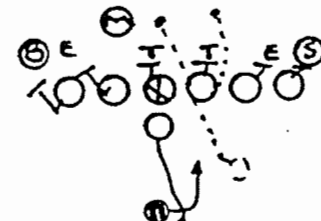
54

CALL: SLIDE



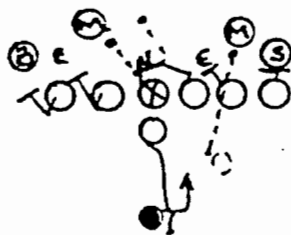
34 COLT

CALL: BASE / FAN



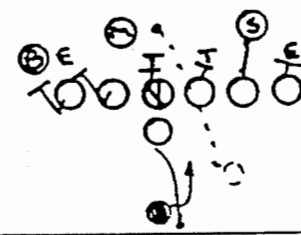
56

CALL: SLIDE (LION)



34 BOW

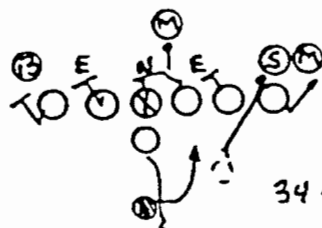
CALL: BASE / FAN



57

CALL: SLIDE (LION)

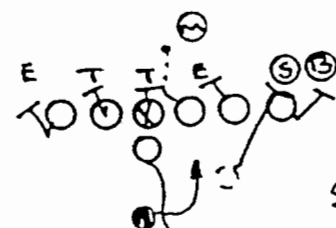
NOTE: DUBS ALIGNMENT Y BLK WIDEST L.B.
BLKING BACK BLK INSIDE DUBS L.B.



34 SLID DUBS

CALL: SLIDE (LION)

NOTE: DUBS ALIGNMENT Y BLK WIDEST L.B.
BLKING BACK BLK INSIDE DUBS L.B.

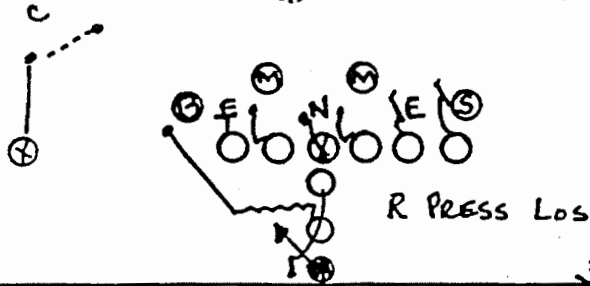


SLID DUBS

60/70 BOUNCE

CALL: READ ZONE

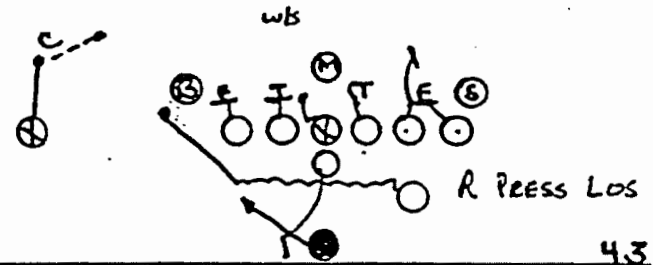
SCOOP
X BLOCK MOST DANGEROUS OF CORNER/W'S
R BACK KEY BLOCK OF BLOCKING BACK
W'S



34

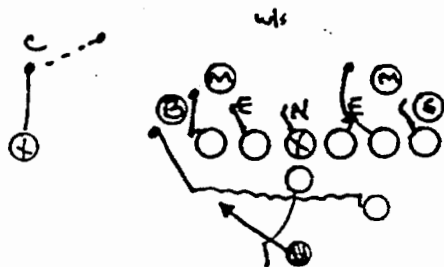
CALL: LENNY ZONE

COMBO
X BLOCK MOST DANGEROUS OF CORNER/W'S
R BACK KEY BLOCK OF BLOCKING BACK



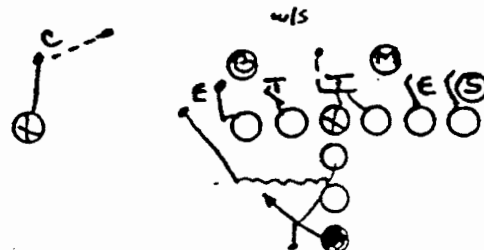
43

CALL: READ ZONE
SLIP



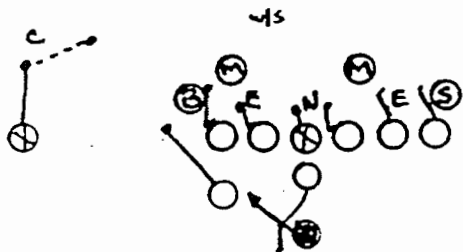
34 CHARGER

CALL: READ ZONE
SCOOP



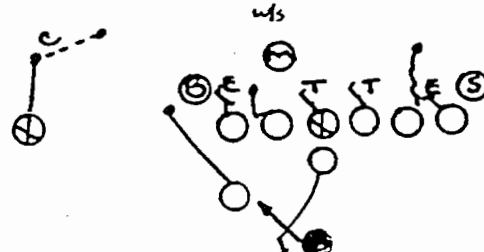
54

CALL: READ ZONE
SCOOP



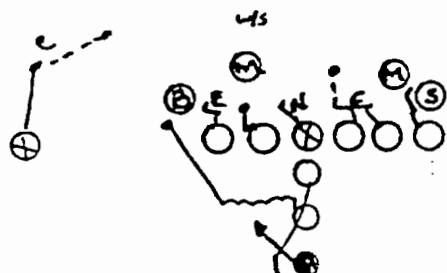
34 COLT

CALL: READ ZONE
COMBO



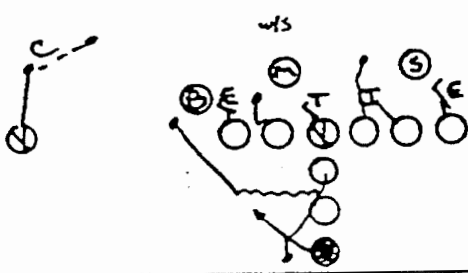
56

CALL: READ ZONE
SLIP



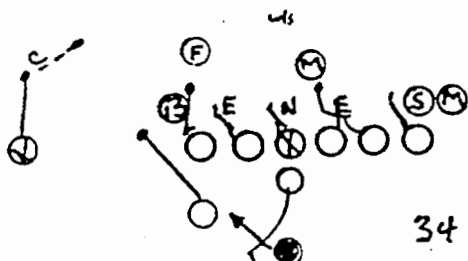
34 BOW

CALL: READ ZONE
SLIP



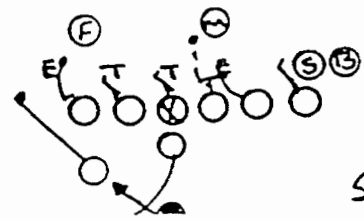
57

CALL: READ ZONE
SLIP



34 SOLID DUBS

CALL: READ ZONE
SLIP

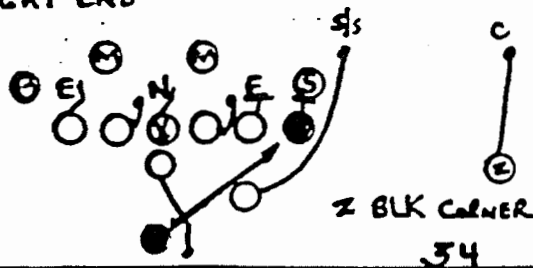


SOLID DUBS

CALL: READ ZONE

SCOOP

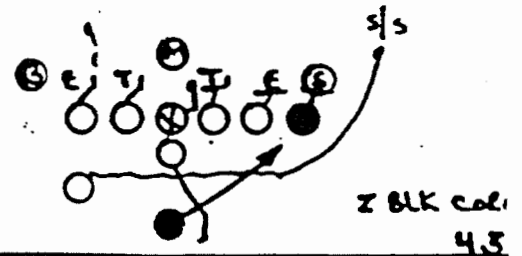
Z BLK CORNER BLKING BACK BLK S/S
NOTE: R BACK HITCH KICK AND KEY MAN OVER
TIGHT END



CALL: RAY ZONE

SIFT

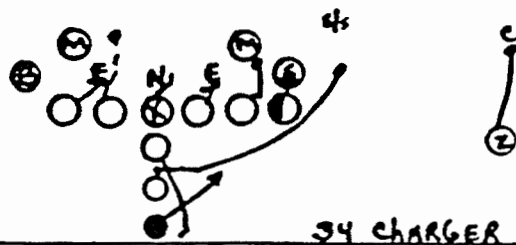
Z BLK CORNER BLKING BACK BLK S/S
NOTE: WE CAN USE MOVEMENT WITH BLKING BACK



CALL: READ ZONE

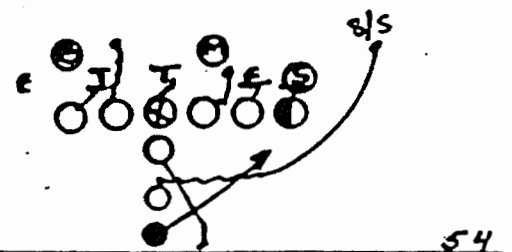
SLIP

NOTE: WE CAN USE MOVEMENT WITH BLKING BACK



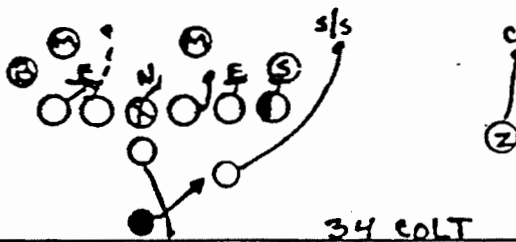
CALL: READ ZONE

SLIP

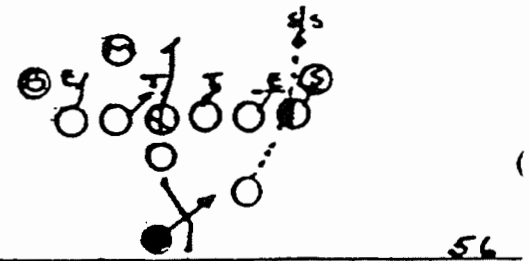


CALL: READ ZONE

SLIP

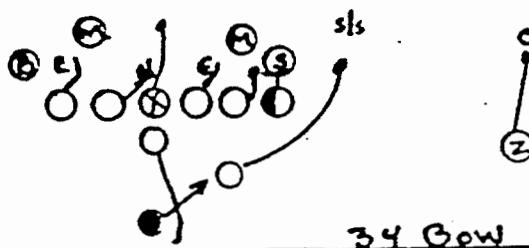
CALL: MAN
SCOOP

NOTE: BLKING BACK ALKAT LOCATION OF S/S.



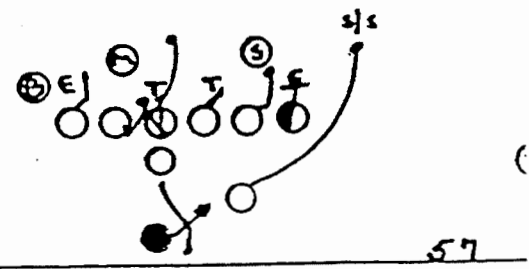
CALL: READ ZONE

SCOOP



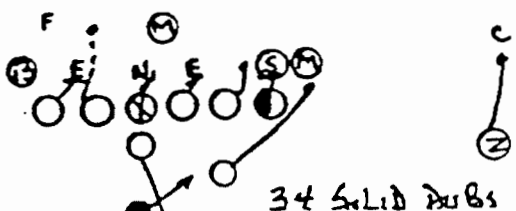
CALL: READ ZONE

SCOOP



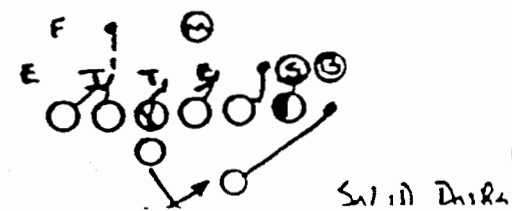
CALL: READ ZONE

SLIP




CALL: READ ZONE

SLIP



CTR GAP



 Z BLK CORNELL
 54

2 blk color

4.3

34 CHARGER

[illegible]

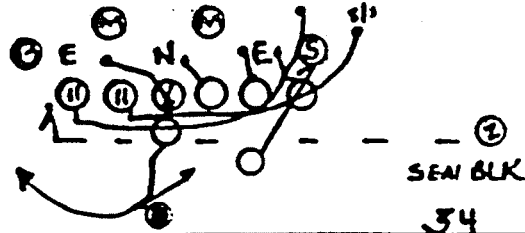
34 COLT

34 Gow

34 Solid Tubes

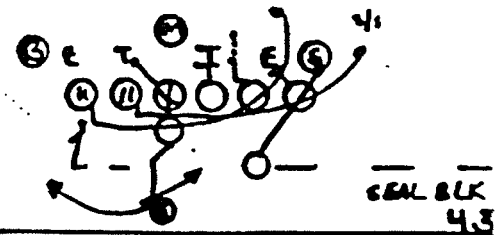
CAN: TREY-GAP
LOAD

NOTE: PULLING GD BLK S/S ON 'LOAD' CALL:
SEAL BLOCKER RULE:
VOID OVER GD BLK END MAN ON LOS
< GD COVERED BLK MAN OVER BACK ON LOS

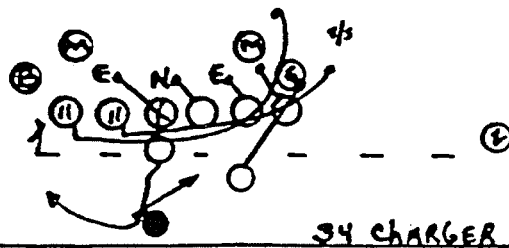


CAN: DUCE-GAP
LOAD

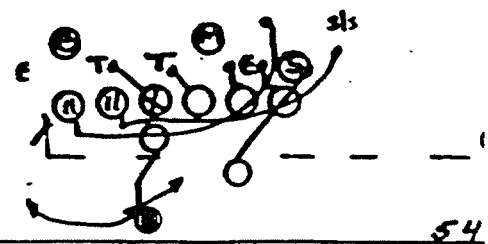
NOTE: PULLING GD BLK S/S ON 'LOAD' CALL:
SEAL BLOCKER RULE:
< GD COVERED BLK MAN OVER BACK ON LOS
VOID OVER GD BLK END MAN ON LOS



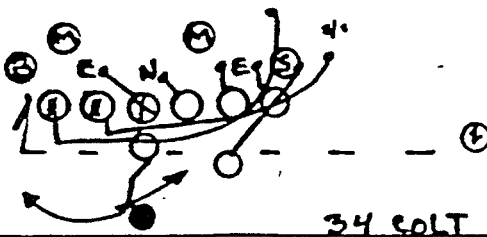
CAN: ANGLE
LOAD



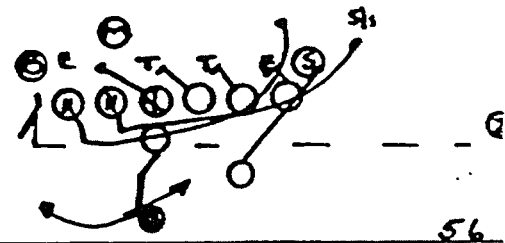
CAN: TREY-GAP
LOAD



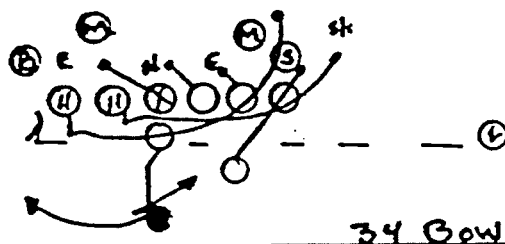
CAN: TREY-GAP
LOAD



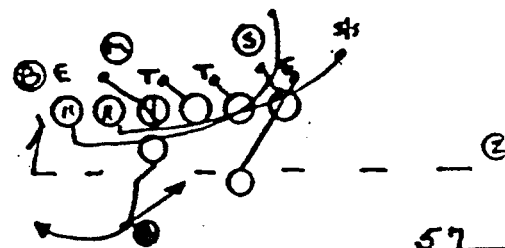
CAN: ANGLE
LOAD



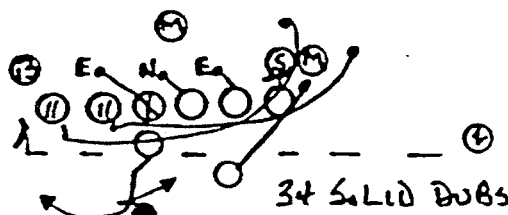
CAN: ANGLE
LOAD



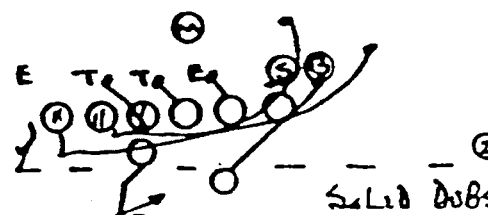
CAN: ANGLE
LOAD



CAN: ANGLE
LOAD



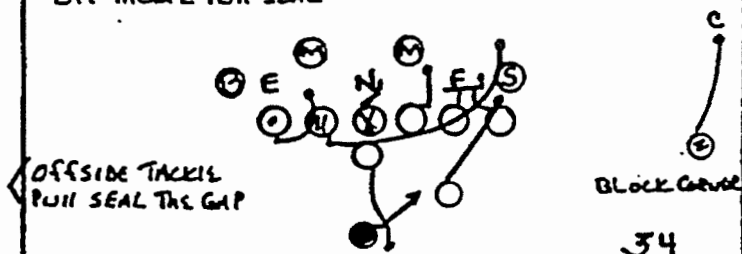
CAN: ANGLE
LOAD



60/70 POWER O

CALL: TREY

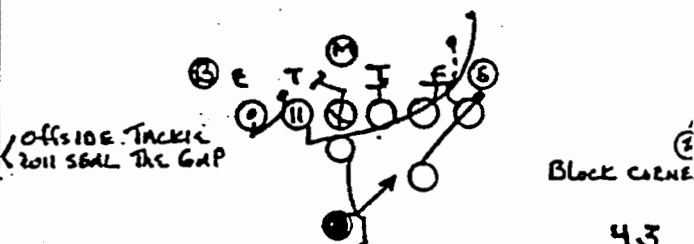
BLKING BACK TRAP MAN OVER TIGHT END
'O' GO PULL TIGHT TO LOS - TURN UP OFF DBL TEAM
OFF TACKLE PULL SEAL



34

CALL: TREY

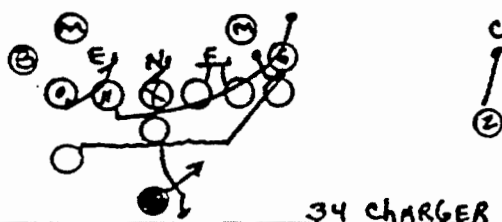
BLKING BACK TRAP MAN OVER TIGHT END
'O' GO PULL TIGHT TO LOS - TURN UP OFF DBL TEAM
OFF TACKLE PULL SEAL



43

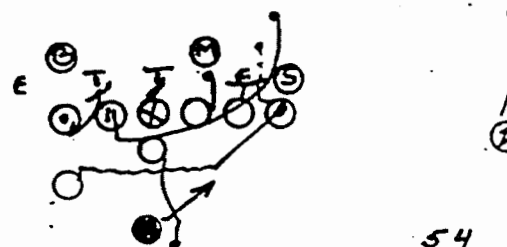
CALL: DUCE

TIGHT END BLOCK INSIDE WHEN VOID OVER TACKLE



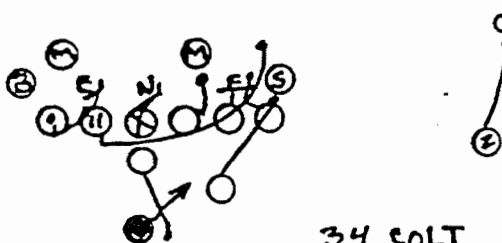
34 CHARGER

CALL: TREY



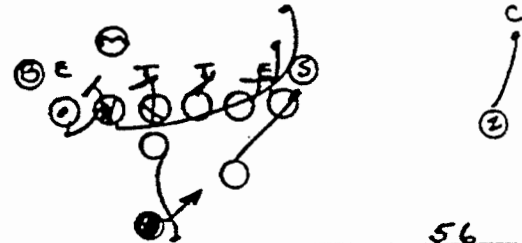
54

CALL: TREY



34 COLT

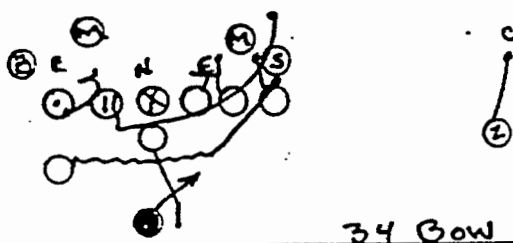
CALL: TREY



56

CALL: DUCE

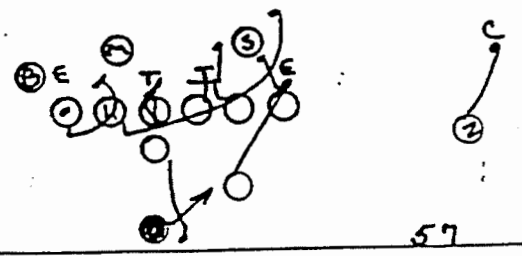
TIGHT END BLK INSIDE WHEN VOID OVER TACKLE



34 BOW

CALL: DUCE

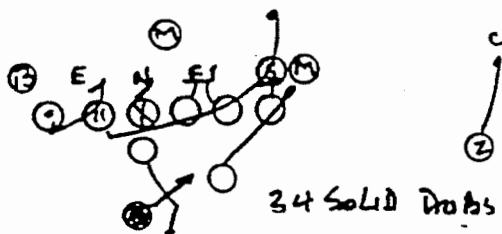
TIGHT END BLK INSIDE WHEN VOID OVER TACKLE



57

CALL: DUCE

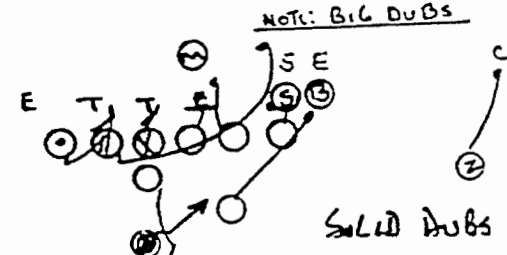
* NOTE: TIGHT END BLK BACKER OVER VS. DUBS
BLKING BACK BLK OUTSIDE DUB BACKER



34 SOLID DUBS

CALL: DUCE

* NOTE: TIGHT END BLOCK MAN OVER VS. ANY DUBS
BLKING BACK BLK OUTSIDE PORTION OF DUBS

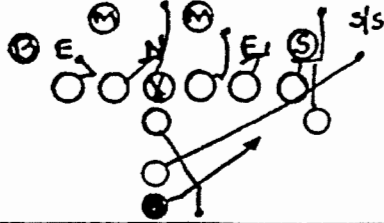


SOLID DUBS

80/90 POWER

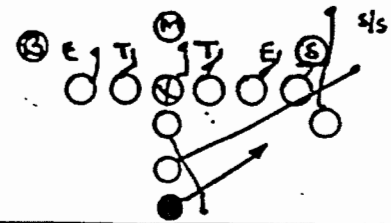
CALL: FOUR/ADD
READ
SCOOP
PULL SEAL

NOTE: BLKING BACK BLK SECONDARY FORCE
R BACK KEY MAN OVER TIGHT END



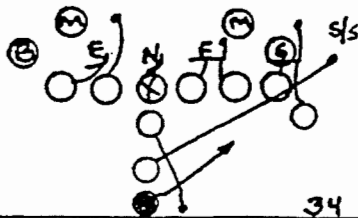
34

CALL: FOUR/ADD
RAY
CUTOFF



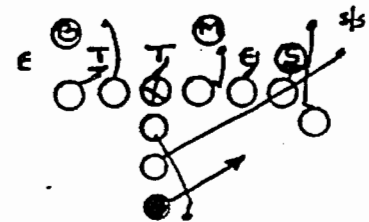
43

CALL: FOUR/ADD
DEUCE
SLIP



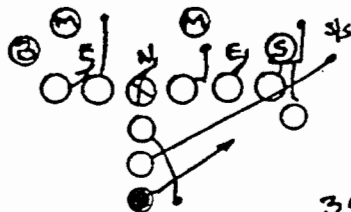
34 CHARGER

CALL: FOUR/ADD
READ
SLIP



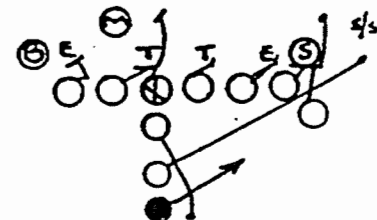
54

CALL: FOUR/ADD
READ
SLIP



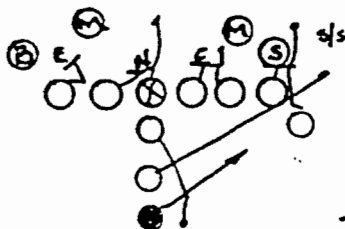
34 COLT

CALL: FOUR/ADD
BASE
SCOOP
PULL SEAL



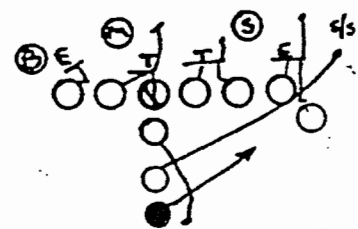
56

CALL: FOUR/ADD
DEUCE
SCOOP
PULL SEAL



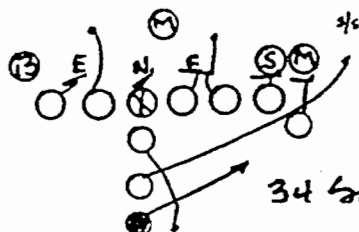
34 GOW

CALL: FOUR/ADD
DEUCE
SCOOP
PULL SEAL



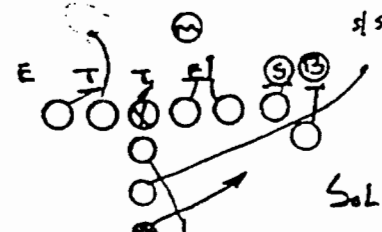
57

CALL: BASE
DEUCE/ADD
SLIP



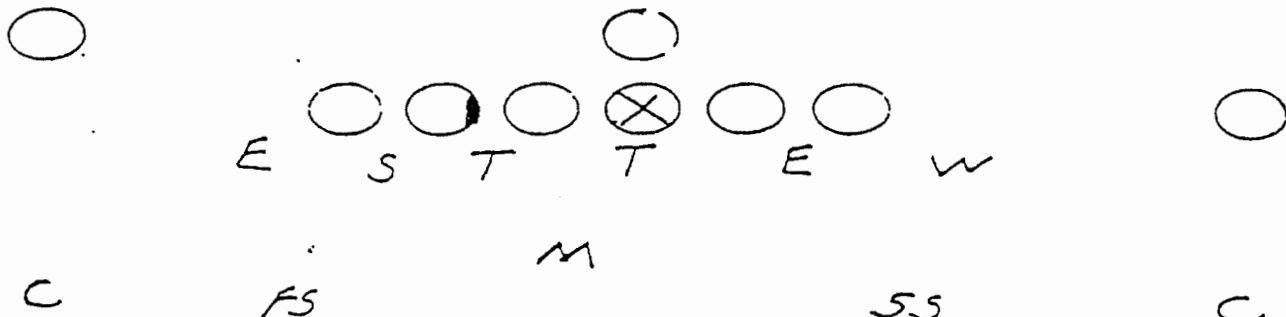
34 SOLID DUBS

CALL: BASE
DEUCE/ADD
SLIP



SOLID DUBS

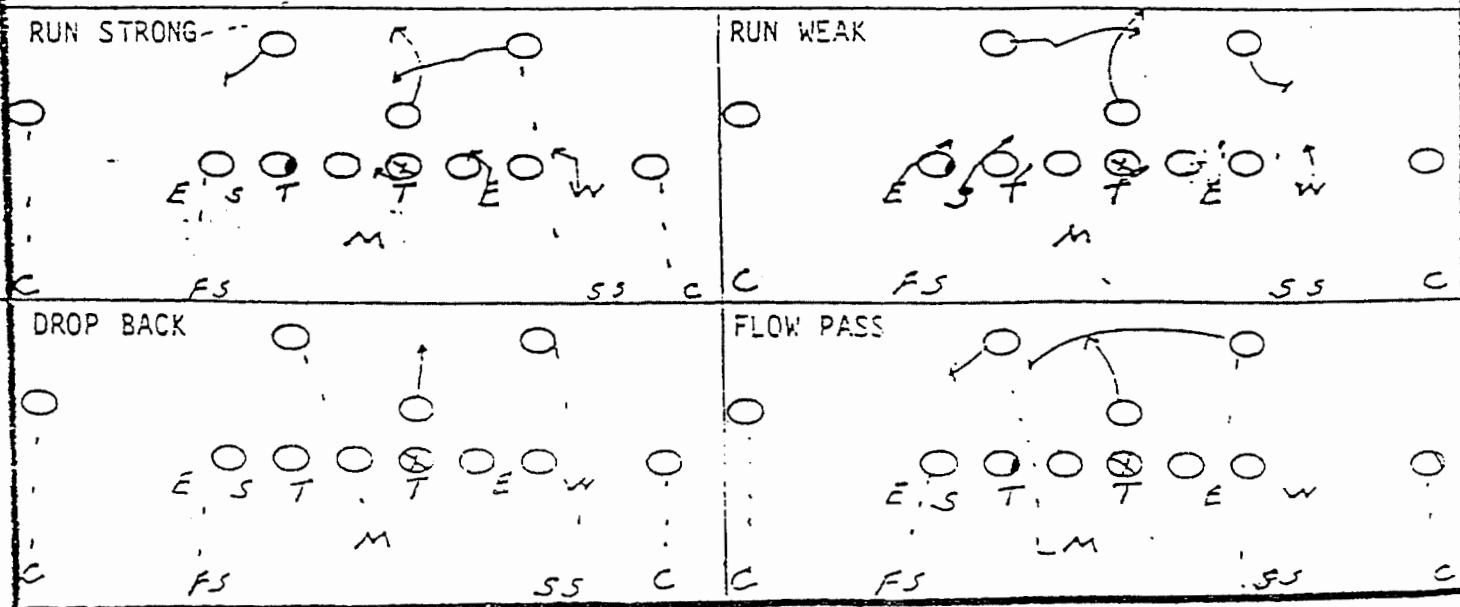
TIGER - COV. 1 (MAN);
2.6



POSITION	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
RT. END	LOOSE 3	RIP	BALL - GUARD	B GAP	PURSUER	INSIDE
LT. END	8 TECH.	GO	BALL/TE/NB	ALLEY	TRAIL	CONTAIN
RT. TACKLE	0	FREE	BALL-CENTER	REACT	REACT	INSIDE
LT. TACKLE	4	RIP	BALL-GUARD	B GAP	TRAIL	INSIDE
SAM	7 TECH.	HAMMER	BALL-TE	C GAP SPILL	TRAIL	INSIDE-SCRAPE
MIKE	10	FILL	#3	FILL	SCRAPE	COV. CALLED
WILL	LOOSE 5	FB	BALL-TACKLE	ALLEY	TRAIL	CONTAIN

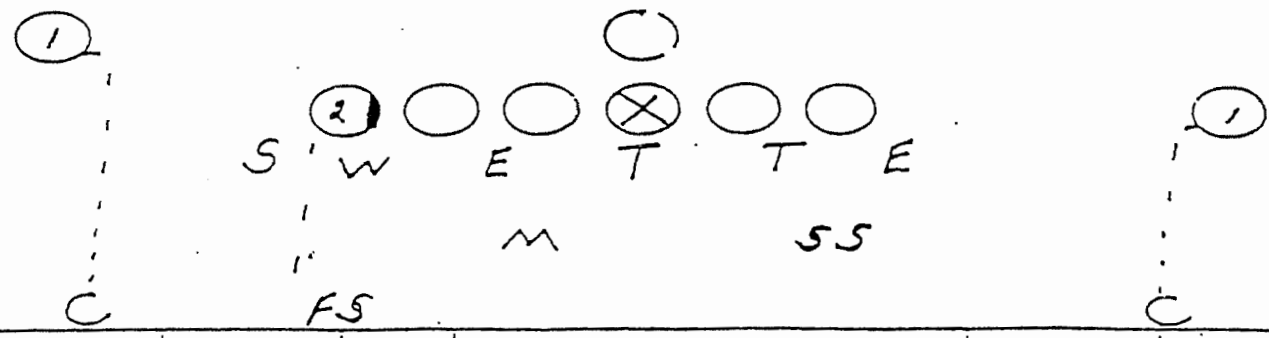
ADJUSTMENTS: SS - HANDLE ALL BACK MOTION AND ADJUSTMENTS.
DB's - HANDLE ALL REC. MOTION.
VS. PRO - SECONDARY ALIGN 8 YDS. DEEP - 4 ACROSS LOOK - PLAY MAN OR 2.
VS. TWINS (SLOT) - SHOW 3 LOOK. PLAY MAN OR 6.

COVERAGE CALLS:



BEAR - COV 1 (MAN); ZONE 3

2



POSITION	ALIGN.	TECH.	KEY	RUN TO	RUN AWAY	PASS
RT. END	LOOSE 5	FB	BALL-TACKLE	ALLEY	TRAIL	CONTAIN
LT. END	LOOSE 3	RIP	BALL-GUARD	B GAP	PURSUE	INSIDE
RT. TACKLE	LOOSE 3	RIP	BALL-GUARD	B GAP	TRAIL	INSIDE
LT. TACKLE	0	FREE	BALL-CENTER	REACT	REACT	INSIDE
SAM	8 TECH.	GO	BALL/TE/NB	ALLEY	TRAIL	CONTAIN
MIKE	30	FILL	#3	FILL	SCRAPE	COV. CALLED
WILL	7 TECH.	HAMMER	BALL/TE	C GAP SPILL	TRAIL	INSIDE-SCRAPE

ADJUSTMENTS: SS - HANDLES ALL BACK MOTION AND ADJUSTMENTS.
 DB's - HANDLE ALL REC. MOTION.
 SS - ALIGN 40 5 YDS. DEEP. FS - OUTSIDE SHADE OF TE 7 DEEP.
 CORNERS - INSIDE SHADE 8 DEEP.

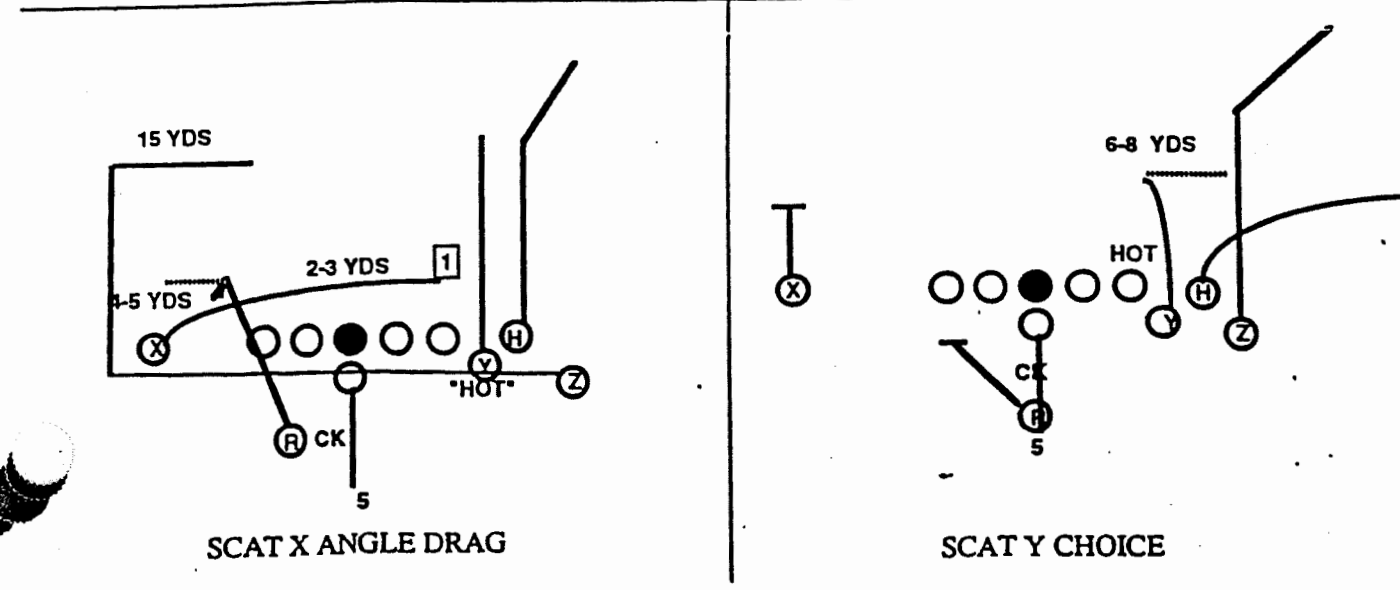
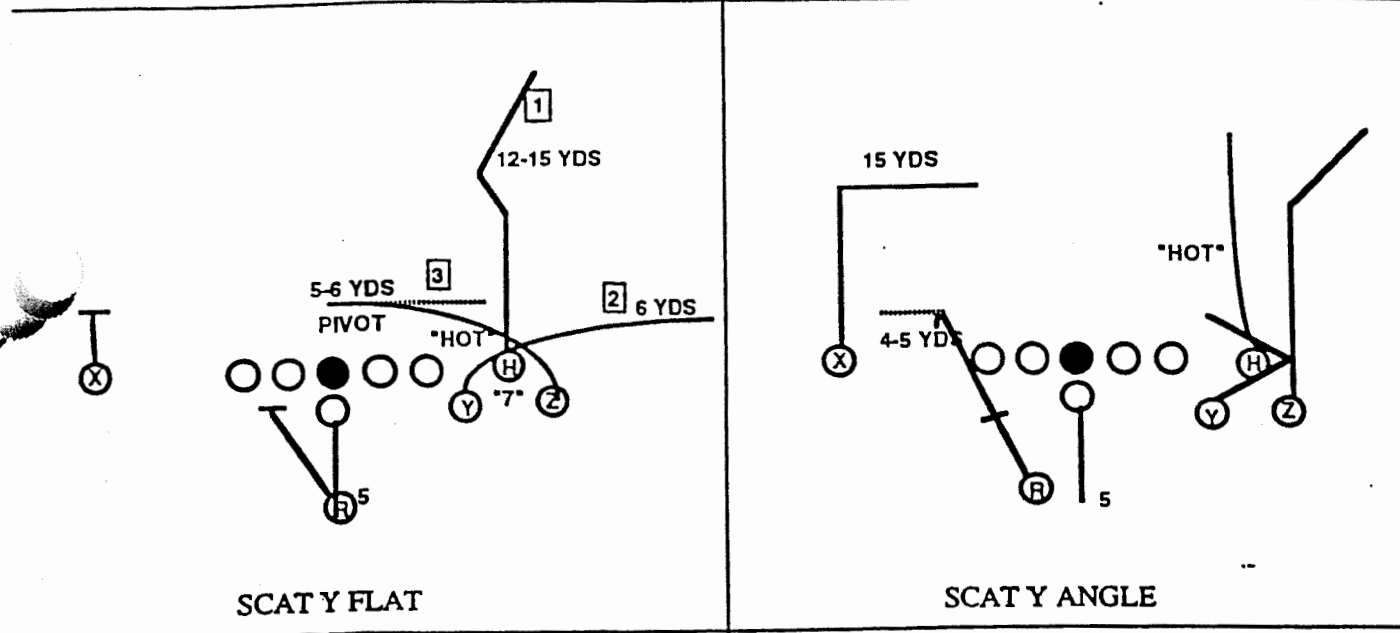
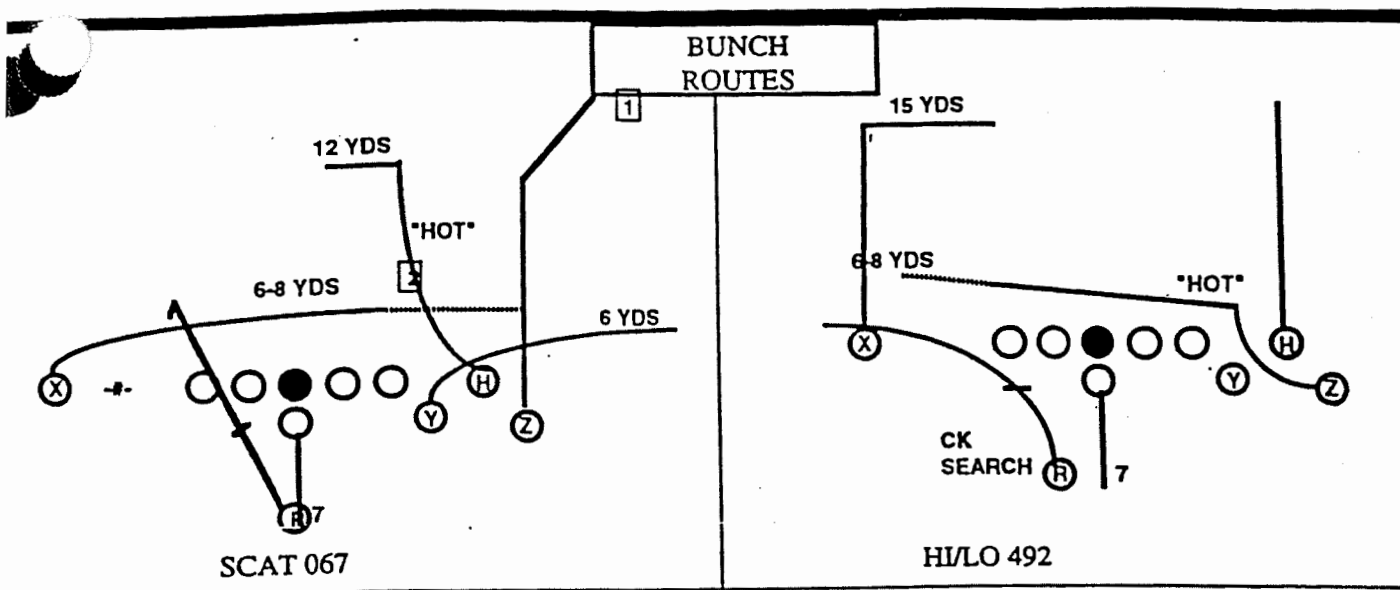
COVERAGE CALLS: COVER 1, COVER 1 PRESS, OR COVER ZONE.
 VS. TRIPS SS ALIGN ON 2, FS ALIGN ON 3 - CAN PLAY MAN ON ZONE FS 1/3

<p>RUN STRONG-</p>	<p>RUN WEAK</p>
<p>DROP BACK</p>	<p>FLOW PASS</p>

92

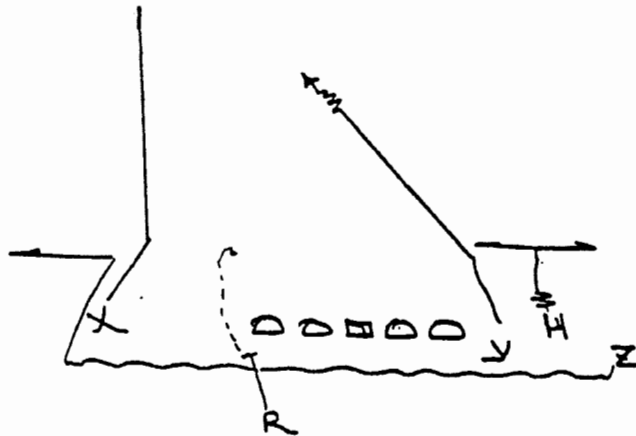
REDSKIN'S
SHIFT &
BUNCH

PACKAGE



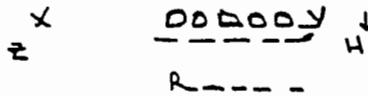
SCAT "FORD"

3rd 2006

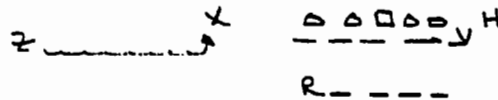


BUNCH - Zecke

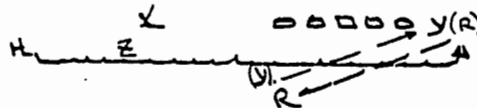
STEM - VILL



STEM - VILL - ZIP

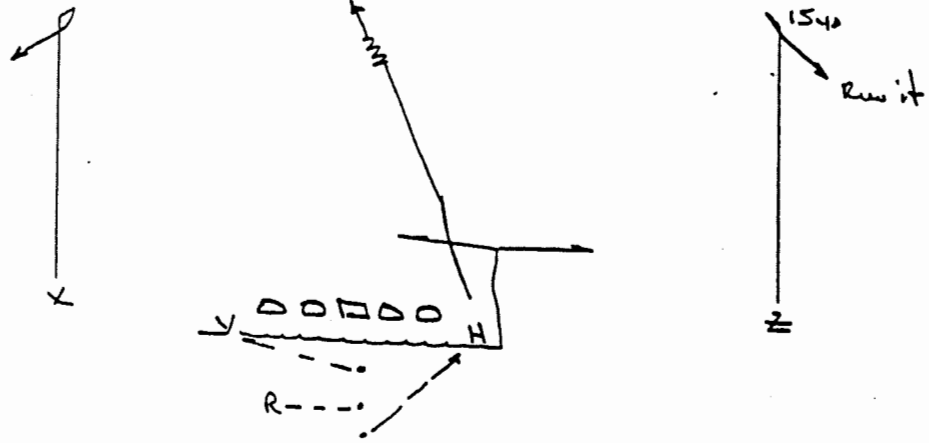


DUTCH - Hawk RILIT



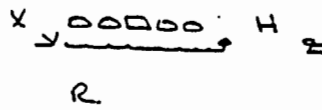
SCAT "Y DOME"

3rd 2 to 6

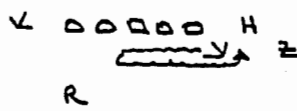


BURST - TR - FLV

BURCH - TGT - FLV

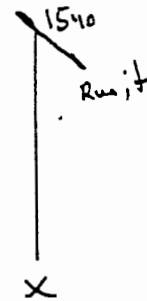
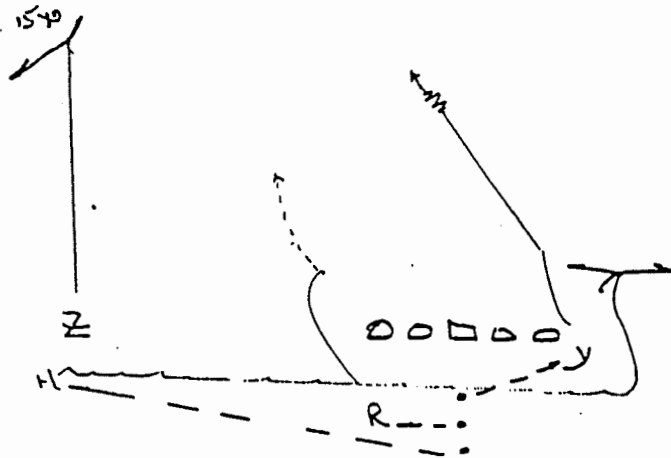


BLL - TGT - FA - FLV



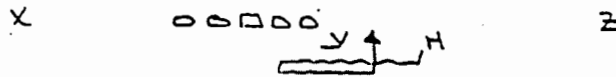
SCAT 85 "DODGE"

3rd 2006

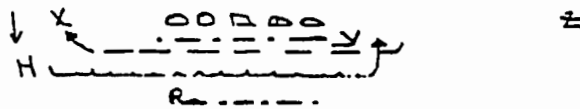


BURST-TEX-H (REAR)

(H W) TRA-FA-WHIZ (MAYDAY = MONK AT Y)

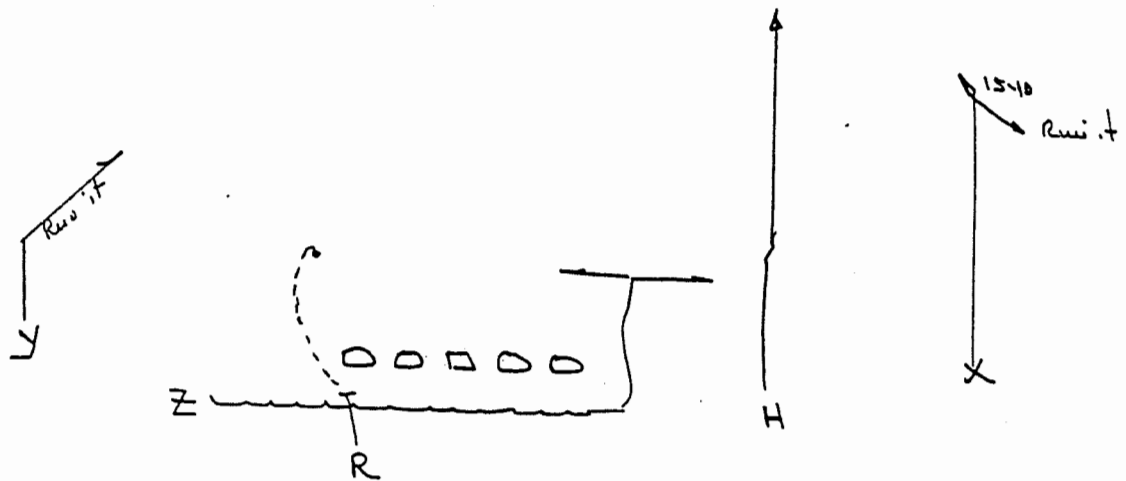


AXE-DBL-SPLAR



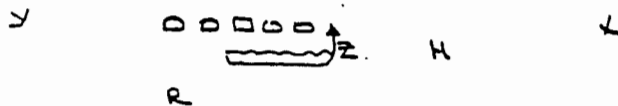
SCAT 965 "CLEAR"

3RD 2006



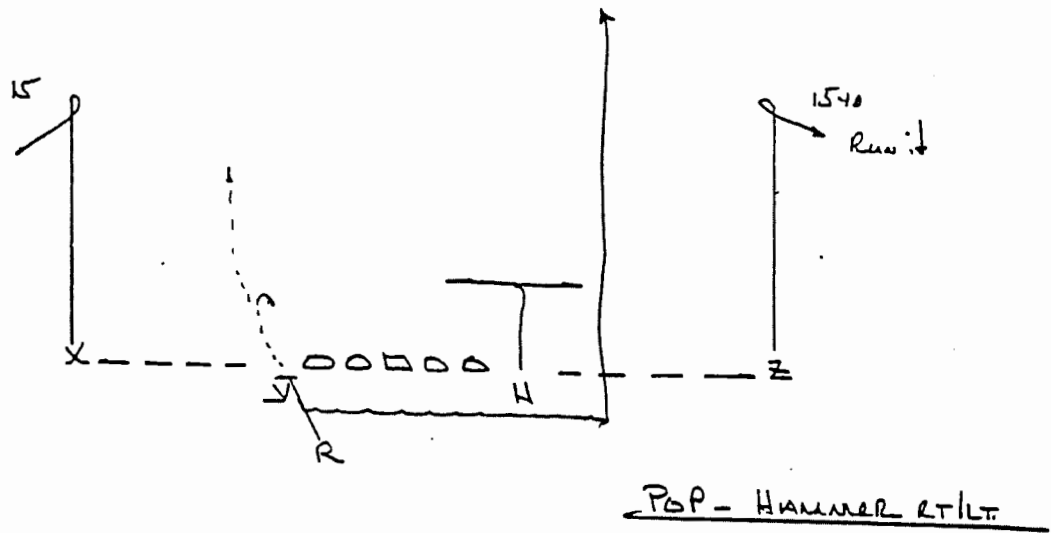
(3w) Rocket-RT-FLV

(3w) Rocket-TR-FA-FLV



SCAT "H CLEAR

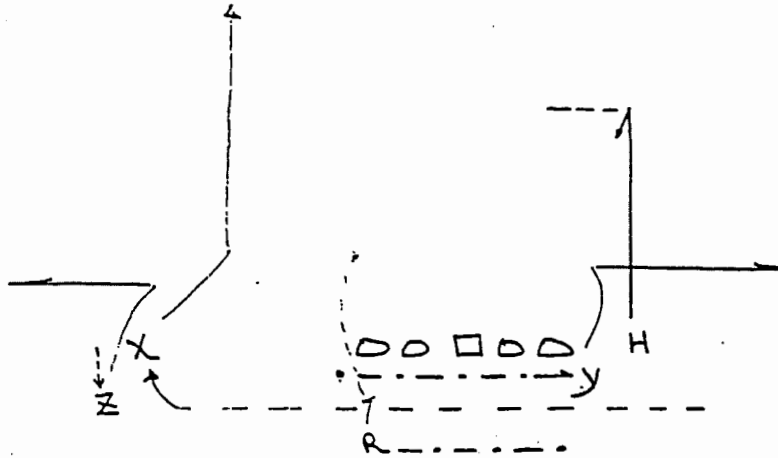
3rd June



SCAT HONDA

3rd 2nd L

TIED WITH FILE STACK Image

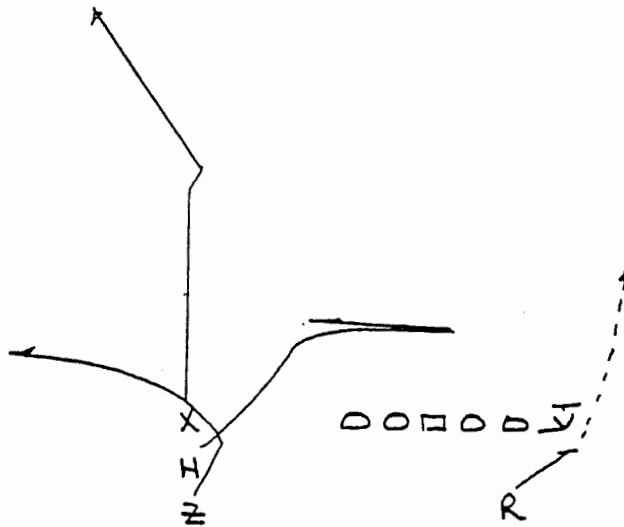


ROW - VICE

X
Z O O O O O H
 y R

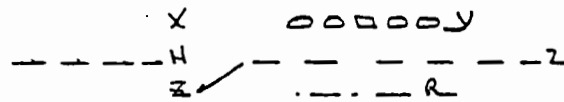
SCRAP "FIELD GOAL"

3RD 2ND 6



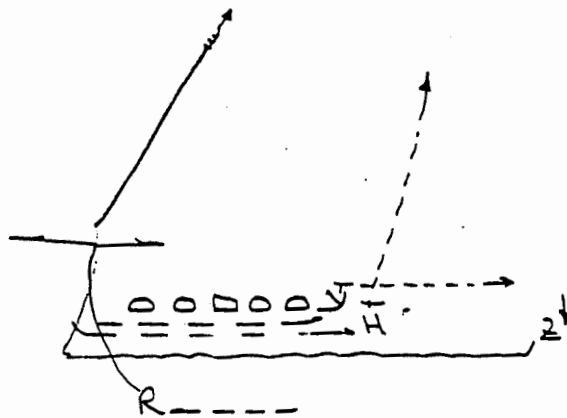
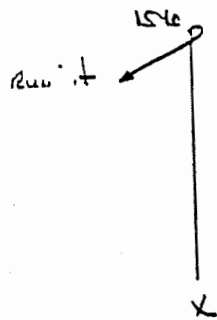
TOTEM

SINK - TOTEM



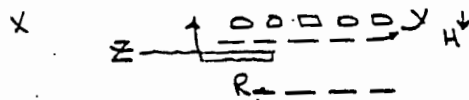
SCRAM R DODGE

3rd 2nd 6



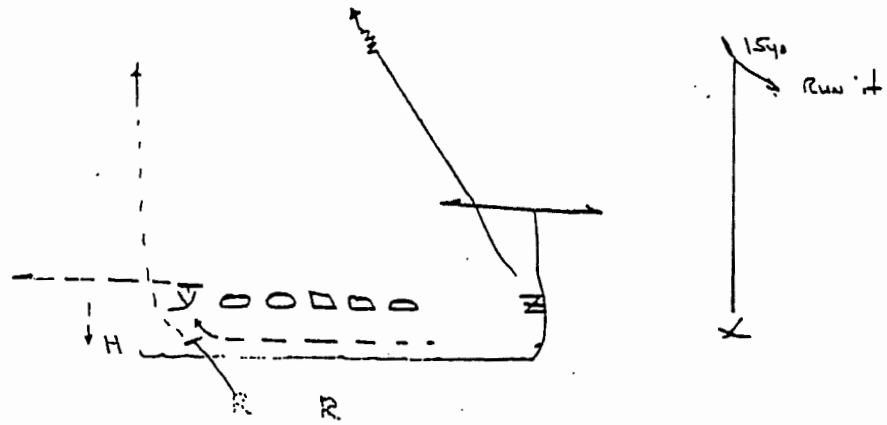
FLIP - TR - ZAP

STEM - TW - FA - ZAA



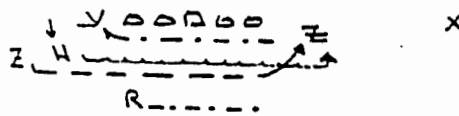
SLAM "Hero"

3rd 2-6

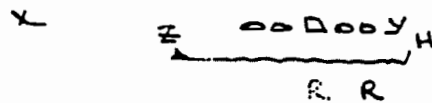


STEM FLANK - WHIZ

ZELDA - TW - WHIZ

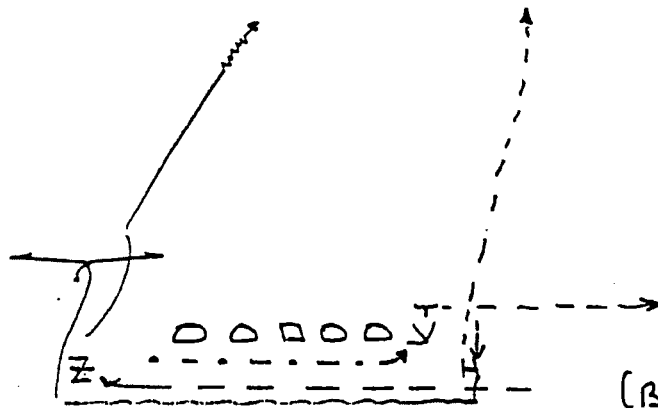
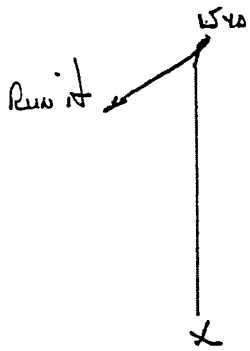


TWINS - WHIZ



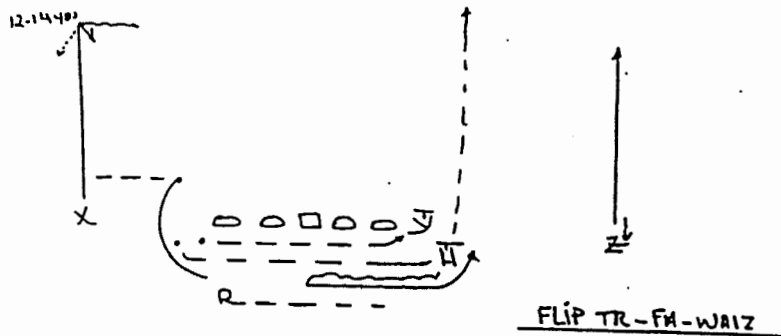
SCRAM WIN

3rd 2nd

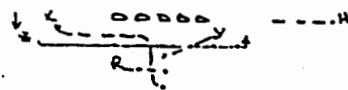


(BUZZ-TW-WHIZ)
(2 1st) (49th)

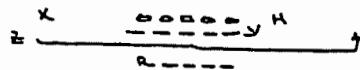
FLASH/LIGHT Hook (#4) 3" L



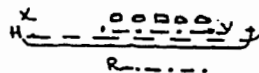
TAXI - WA - Z SIGNAL



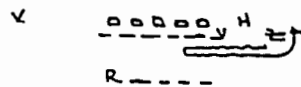
STEM - TR - ZLA



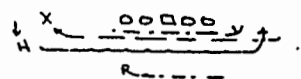
HURRY - DBL - SPEAR



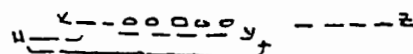
STEM - BU - FH - ZLA



AVE - DBL - SPEAR

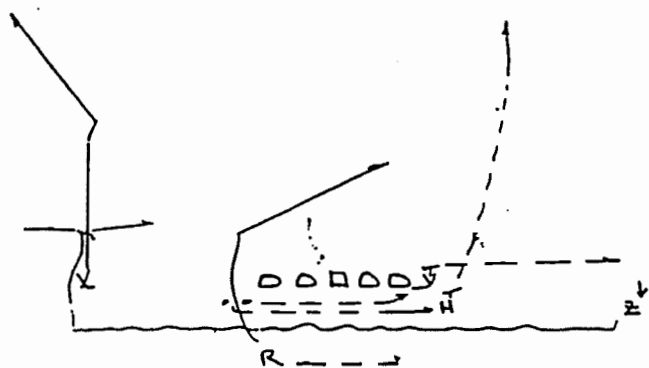


EXP - DBL - SPEAR



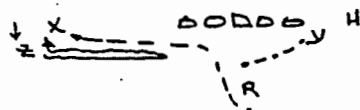
FLASH / LIGHT "DAKOTA"

3rd JNL

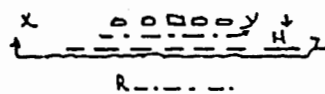


FLIP-TR-zeeke

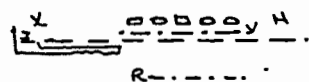
TAXI VICE-FA-ZM



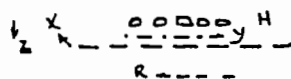
BUZZ-TR-zeeke



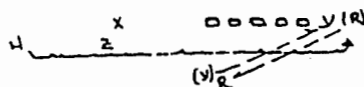
BUZZ-VICE-FA-ZM



AVE-VICE



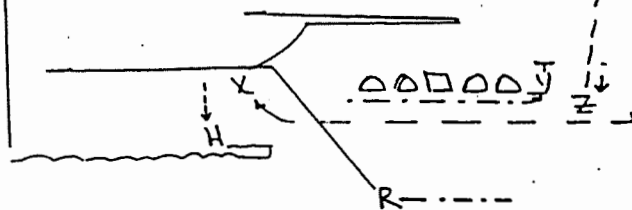
DUTCH-HAWK RTIT



FLASH/LIGHT 6 PIVOT

3rd 2m 6

12-1440

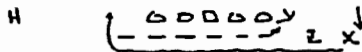


AXE - Close - Fa - Spear

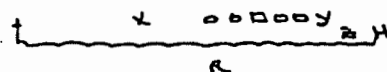
49.

STEAM - CLOSE - EXIT

49.



Close - L - whiz



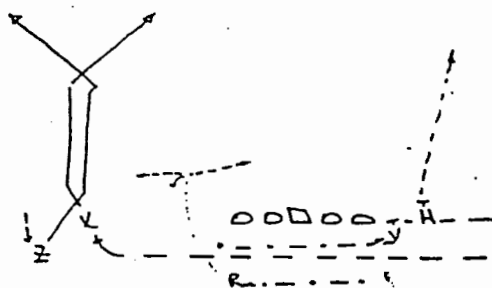
CLOSE - FA - SPEAR



TIED WITH SCOT'S HONDA (males)

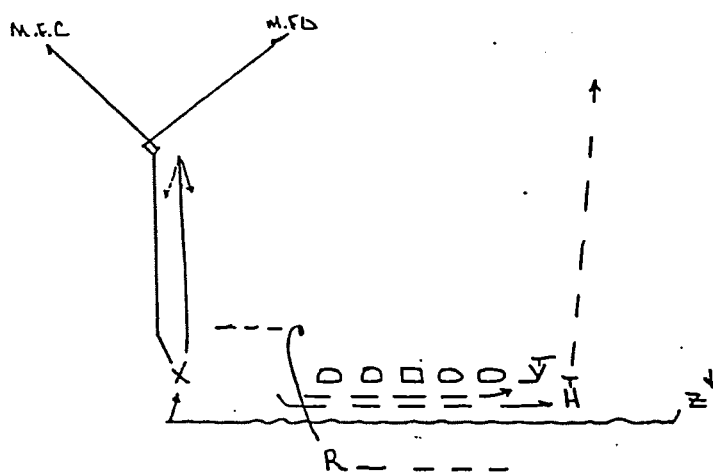
FLASH / LIGHT STACK (#1)

3RD 200 L'



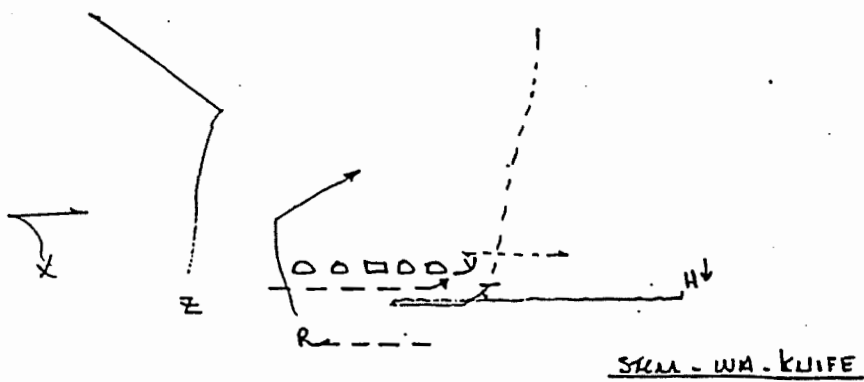
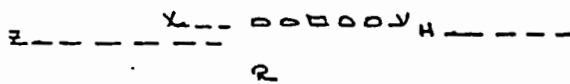
AXE - VICE

FLASH / LIGHT "TRAIL" (#2) 3rd 2706



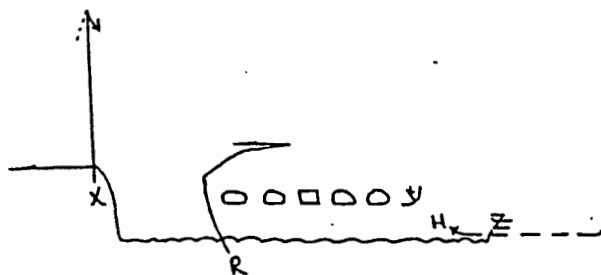
FLIP-TR-Flash

3rd 2nd L

RIVERSIDE - TWINS

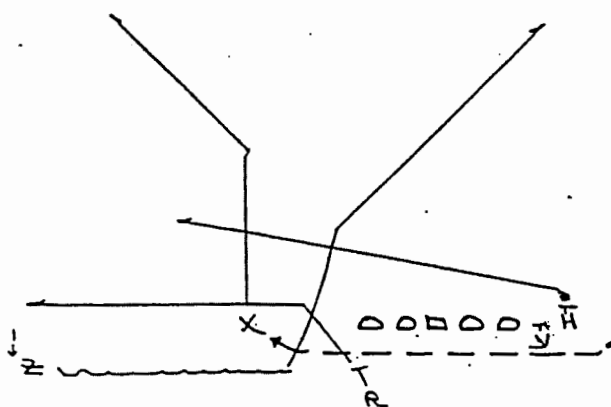
FLASH / LIGHT Comet

3rd 2006



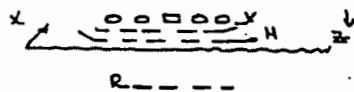
HDP-TR-Zeeke

FLASH / LIGHT ZERO 87 (#3) 3⁰⁰2n6



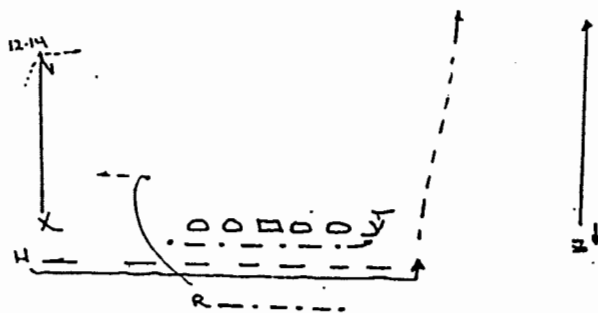
AXE - VILE - ZIP

FLIP - TR - Zucke



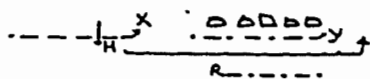
FLASH / LIGHT "HOOK"

3rd 2nd

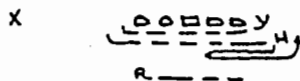


HURRY - DBL - SPEAR

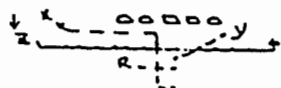
MEX - DBL - SPEAR



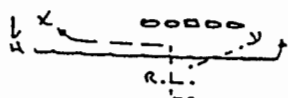
FLIP - TR - FA - WH



TAXI - WH - Z SPEAR



TAXI - DBL - SPEAR (we called it gusht)



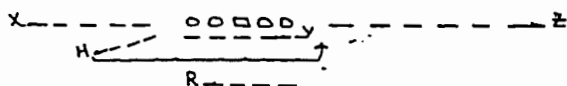
"COVEY" - SPEAR - DBL - SPEAR



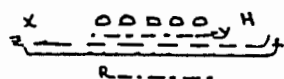
CONT'D FLASH/LIGHT Hook

3RD 7+

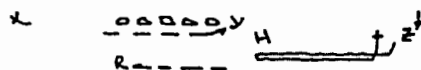
EXPDBE - DDL - SBMR



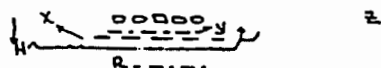
Buzz - BuxH - ZING



SKIN - TR - FA - ZM

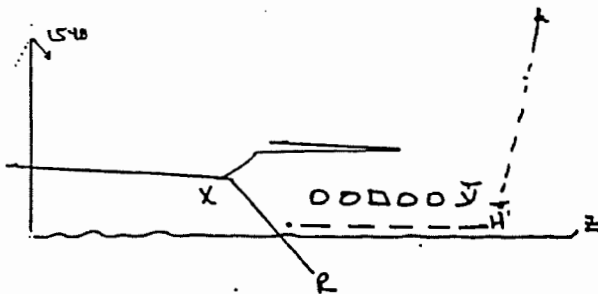


AYE - DGL - SPEAR



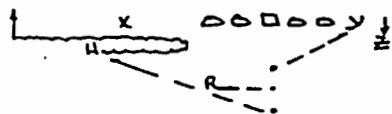
FLASH / LIGHT "6 Root"

3rd 7+

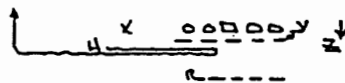


(REG) SHIFT-TR. Zucke

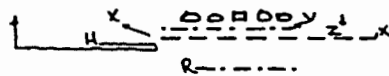
(3w) BURST - close - FA - SPEAR



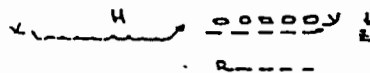
STEAL - close - FA - SPEAR



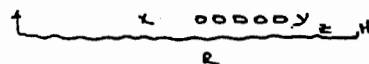
AXE - DBL - FA - SPEAR



SHAW - close - X 111



CLOSE - L - WHIZ

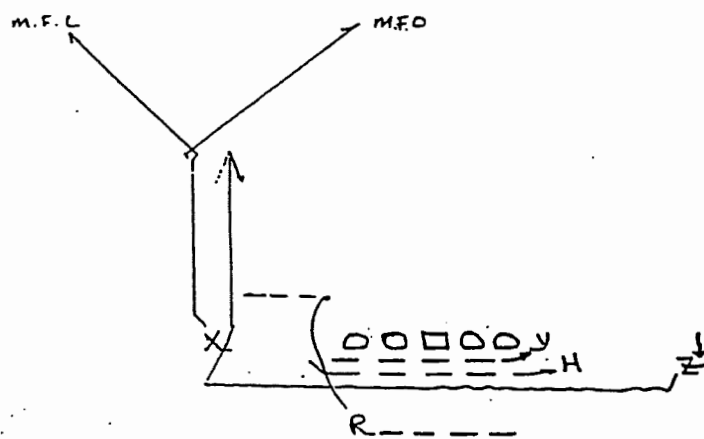


SHAW - close - EXIT



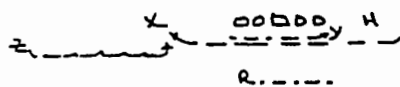
FLASH / LIGHT "TRAIL" (#2)

3rd 7+

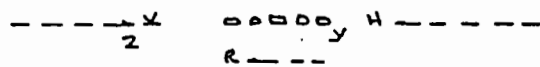


FLIP-TR-Zeeke

AXE-VICE-ZIP



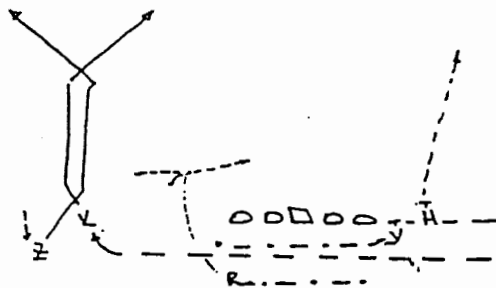
WALK LEAP T6070 DASH
TO
VICE FLIP



TIED WITH SCOT'S HONDA (mailed)

FLASH / LIGHT STACK (#1)

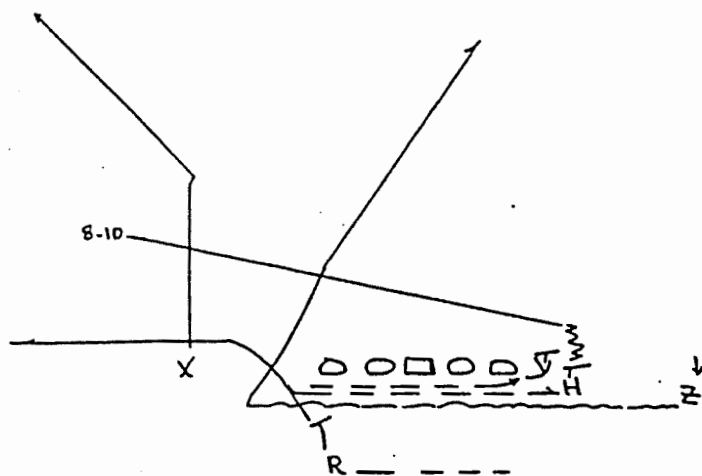
3rd 7⁺



AXE - VICE

4th

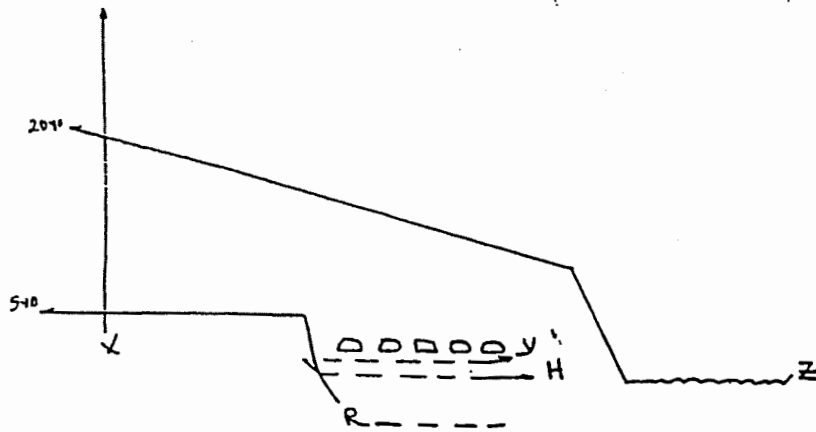
FLASH / LIGHT "Zero 87 (#3) 3rd 7+



FLIP-TR-Zecke

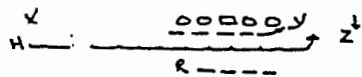
FLASH / LIGHT 'LEVEL'

3rd 7+



FLIP-TR-ZIP

STEM - NASTY - SPEAR



Z -

H

FLW "D" 87

R

ice

X - a a a a a a Y
----- H ----- Z

R - - - - -

Flip Turns Zick

H-1

X a a a a a Y
Z - - - - - H - - - - -

R - - - - -

Buzz Vice

Z-1

X a a a a a Y
Z - - - - - H - - - - -

R - - - - -

Buzz Vice Fake Zoom

Z-1

X a a a a a Y
----- H ----- Z

R

Turns Zick

X a a a a a Y

H - - - - - Z - - - - -

R

HAWK

X a a a a a Y
Z - - - - - H - - - - -

R - - - - -

Axe Vice Zip

X-1

X a a a a a Y
Z - - - - - H - - - - -

R - - - - -

Stem Vice Fake Zoom

X a a a a a Y
----- H ----- Z

R - - - - -

Flip Turns Zick

H-1

X a a a a a Y
Z - - - - - H - - - - -

R

Vice Zip

PIL SUN

Z - - - - - H

R

Vice

X - - - - - Y
- - - - - H - - - - - Z

R - - - - -

Two Turns Zick

H-1

1 X - - - - - Y
Z - - - - - H - - - - -

R - - - - -

Axe Vice Zip

X - - - - - Y
Z - - - - - H - - - - -

R - - - - -

Buzz Vice

X - - - - - Y
- - - - - H - - - - -

R

Vice Zoom

FIL STAR

z .. - - - - - H
Vice R

X - - - - - Y
- - - - - H Z
R - - - - -
The Taps Zike
H-1

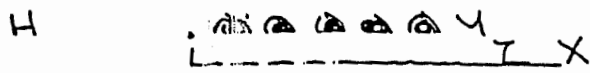
X - - - - - Y
Z - - - - - H
R - - - - -
Buzz Vice
Z-1



Stem Filler Fake Speed



Axe Close Fake Speed



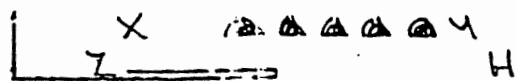
Close Exit



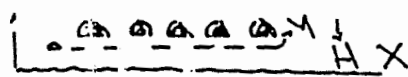
Close Link Whiz



Zebra Group Exit



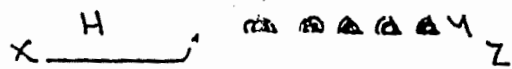
Vice Filler Zoom



Stem Vice Exit



Vice White Knife



Close X IN

Z - - - - - H

R - - - - -

Slide with knife

Z - - - - - Y H

R

EXPLODE TWINS

X ↑ Z - - - - - Y H - - - - - Z

R - - - - -

FUD TIPS ZIP

X Z - - - - - Y H - - - - -

R - - - - -

STEM TWINS Fake Zoom

X Z - - - - - Y H - - - - -

R - - - - -

BUZZ TWINS Fake Zoom

Z-1

Z - - - - - Y H X

R - - - - -

STEM TWINS EXIT (START SINK)

X Z - - - - - Y H

R

TWINS ZIP

X Z - - - - - Y H - - - - -

R - - - - -

AXE TWINS ZIP (START DRL)

X-1

X Z - - - - - Y H - - - - -

R - - - - -

BUZZ TWINS ZIP (START DRL)

Z-1

X Z - - - - - Y H - - - - -

R - - - - -


SHUT TWINS ZIP (START DRL)

X Z - - - - - Y H - - - - -

R

TWINS ZIP

FL/Li 7

X -  Y H Z

R

Tups

X  Y H Z


R

Bunch

Z X  Y H, 1


R

Tups TIGHT Zink

X  Y H Z

R

EXPLODE TRAIN Take whizz
ALL Form vice Lock

H X  Y Z

R

Stem Double Spear

X  Y H Z

R

ZZ vice Zink

L-1

FL/Li Hor

X - •••••Y H Z
 R
 Tups
 ••••• H Z
 R
 Bunch

X •••••Y H
 Z - - - - - H
 R
 Tups Zinks - Zoom

X •••••Y H
 Z - - - - -
 R
 Vice Zinks

X •••••Y - - - - - Z
 H - - - - - Y
 R - - - - -
 Stem Double Shear

X •••••Y - - - - - H
 Z - - - - -
 R - - - - -
 Buzz Walk Z Shear
 Z-1

X •••••Y - - - - - Z
 - - - - -
 R - - - - -
 Explode Double Shear
 All

X •••••Y - - - - - Z
 H - - - - -
 R - - - - -
 Axe Double Shear
 X-1

X •••••Y H - - - - -
 Z - - - - -
 R - - - - -
 Buzz Tups Zinks
 Z-1

X •••••Y H Z
 R
 Tube Zoom out

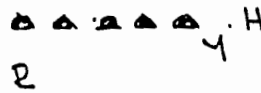
X •••••Y
 H - - - - -
 R - - - - -
 Mex Double Shear
 X-1 (X IN)

X •••••Y H Z
 R - - - - -
 Flip Tups Fake whiz
 H-1
 X •••••Y H Z
 R - - - - -
 Flip Train Fake whiz
 H-1
 X •••••Y H
 Z - - - - -
 R - - - - -
 Stem Vice - whiz Z Shear

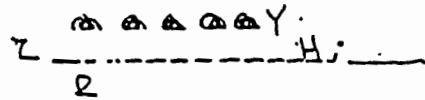
X  Z

FL/Li 5

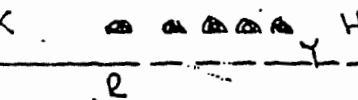
Tails

X  Z

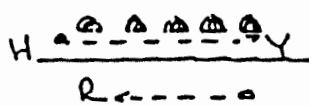
Bunch

X  Z

Tails Zink - Zoom

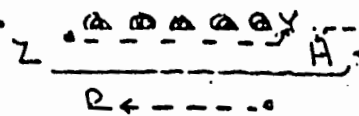
X  Z

Vice Zink

X  Z

Stem Double Stroke

Y-1

X  Z

Stem Tails Zink

Y-1